

Globe-hopping through the world and into space, he's skillfully avoided everything that could cost him a 'life.' And as he's gobbled and popped almost all the apples and balloons on the way he's leant his way to a brilliant score . HE'S

PLEASED. You're not NOW IT'S your go. In the forest, you escape the laws of set after set of ball-eating plants. duck the bees and birds, over the hedgehog, under the risina ball, Perfect!

27 JUNE 1988

13 JUNE 1988.

RUM

€12.99

away you land on a lizard. Pop! One life lost. And vou're down on score. Bounding on, you

approach cacti, and approaching you is a balloon, closely followed by rooks. You could alide safely over the cacti, or jump for the balloon-risking death at the claws of the birds THREE BALLS, three lives, left, Lose them and there's no bouncing back. But you need

those points

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# ontents





Fax
Latest address for the fabolous PC Englise, pump-polises water pistols, a Ristful of new computer games, plus Crocodile Busine Fave los, if ill moves we Fax II.
Reviews
interities $\mathcal{E}+\mathcal{F}\mathcal{F}$ is back in business with no less three of our covered accelerate being over-deed to Prothast Manager is $\mathcal{F}$ in. Security 3 with its weadontal widged allowing four
players just as in the colo-op 6'251, proofs frost Steam Stature 6'25), and assuring Amiga Interceptor 6'551, Oppor 6'440 and Allayet 6'47/make the review socious sector
casperous — and you believ believe it with Sark Side (*47), Name (*52) and Beyond the log Palace (47) making it a bitmper mostly for but new solimary.

112





Let the good times scroll... C+VG is back to let you have it right between the eyes.

Summer's here and the time is right for *Last Ninja II*. System 3's newie will leave you punch drunk. It's the name strictly for

of FAX, C+VG's new information station for new games and the goodles which'll put style into your life. Check out the new indepth index for all the latest summer sensations. The action starts here.

Last (?) Ninja returns to sort out New York 5 rupt Police Force. P18.



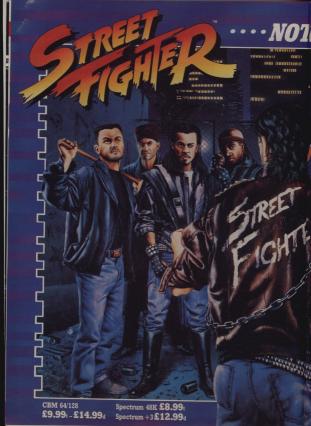
SELECT HERO

shoot magic SELECT HERO

Adas i P41.



Mean Machines. P108. Super Gianni Sisters. F



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CAPCOM U.S.A., Inc. (1) 1987



## G'day! Michael J Dundee's the

The superhero from Walkabout glamorous reporter Sue Charlton in a luxury New York apartment, he still goes fishing in the Statue of

Liberty's shadow.
'Crocodile' Dundee II (PG)





Beardsley's International Football. You can choose teams from amongst the European nations, decide the lengths of the matches, and make your way through the qualification games to the final Launched on ST and Amiga in June, with the C64 to follow soon, and the Spectrum, Amstrad and (gaspl) MSX in July.









apparently the USA's number one soft drink, though I'll bet Coca-Cola have something



Fighting your way out of a hellish fantasy world through battle and bribery is the order of the day in Hewson's newie, **Netherworld**, ogrammed by some strange geezer billed as Ch. T, the Flying Finn. Out in August.

# The PC Plods When will the PC Engline hit these shores? That is the question on everyor

When will the PC Engine hit these shores? That is the question on everyone's lips judgir from the number of phone calls we and makers NEC's London office, get.

Tot are the cause of an our foundes . . . said their Mr Yasus, going on to explain that the long term purpose of the PC Engine is to provide the core for numerous sophisticated home entertainment systems, rather than as a games machine. You'll have to wait.





# Long wet summer

we've seen this summer are the seen this seen the seen t

shoots huge bursts of water without the aid of batteries. Handier to carry with you at all times for surprise blasting is the green or range but witchedest of all have to be The Glooper (£5.99) which shoots globs of green gunge up to 25 feet – luckily safe, non toxica and washable . but means, The scary thing is there are plenty more where they came from.







For mid May, compiled by Gallup
FORMATS COMBINED

1 STEVE DAVIS SHOOKER (BLUE RIBBON)
2 GHOSTBUETERS (MASTERT ROAD)
3 SAY OF THE EXPLICITING PIET
(MASTERTIONIC)
4 FIRST MACHINE BINDLATOR (CODE
MASTERS)

5 CAN DARE IMASTERTRONICI
6 OUT RUN (SCOLUS GOLD)
7 GRAND PRIX SIMULATOR (CODE MATTERS)

This is a chart made up of total sales across all systems, so obviously budget games available across all systems are supported to the sales across all systems are supported to the sales are supported to the sa

This is a chart alloss up to chromaty budget games available across all systems, so obviously budget games available across as 8 bit formats are going to feature strongly. The highest selling pares for this paried, on the other hand, was Outron on the ST, the first 16 bit game to ever reach this position.

ATARIST

selling more than any game on the C54, the Spectrum or any other system, and at £19.99, that's a tidy

A	MS	T	RAD
T	1		EVE DAVIS ENDOKER (BLUE RISBON)
1	2		JPER STUNTMAN (CODEMASTERS)
8	3	١,	HANGHAI KARATE (PLAYERS)
	F	t	MAY OF THE EXPLOSING FIST
	14	+	ERSET MACHINE SIMULATOR (CODE
		1	MASTERS! WE ARE THE CHAMPIONS (OCEAN)
	K	1	
	1	7	DAN DARE (MASTERTRONIC)

Ninja Scooter and LA SWAT re-

To make sure the Atari 520 STFM only plays games that are worthy of it,



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SPECTRUM TOP 10

6

6

10



# Comic of





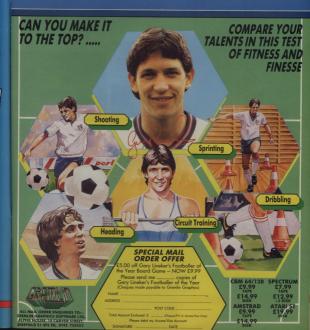
### US GOLD FAX BOX

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7AX.
Contact: Phone 021 355 3388
and ask for the PR departmen
Personnet: Geoff Brown
(Managing Director and
founder) Tim Chaney
(Operations director) Riccall
Tabdall (Marketing Manager).
Founded: Centresoft (parent
company and distributors)
1932; US Gold July 1984.
Plast hit: Beachhead.
1930; Oo units sold and
climbion).



# Gary Linekers SUPERSMUS







of fantasy artwork will ther two new arounds notified.
Tiger, featuring the work of two of Britain's top a fection artists.

The Science Fiction and

science fiction artists. The Science Fiction and fantasy World of Tim White features over 100 plates of his well known book covers and record sleeves, sit least some of which you are bound to recognise (2.7.95 is as a some of which you are bound to recognise (2.7.95

sottback).
This is Tim's first collection, but the same cannot be said of the prolific Chris Achilleos, whose new book, said of the prolific Chris Achilleos. said of the prolific Chris Achilleos, whose new book Medusa is but the latest in a line of best sellers. An Medusa is but the latest in a line of best sellers. An ex-C+VGcover artist (October 1985, for those with long memories). Chris paints beauffully rendered. tong memories). Ohns paints beautifully rendered barbarian women as well as illustrations for Star Trek.

Dr Who and similar.

We've got a second of the seco

Can't say fairer than that, can we?

Grandslam has both Chubby Gristle - the adventures of a fat, greedy car park Grandsten has cont. Chuduty Gristm— in a stream, see It fail, greatly of parameters are streamed to the control of the control

Of perhaps more interest are their new **Thunderbirds** games (based on the TV show but totally different from the old Firebird game) and **Esplonage**, a spin off



# The Empire Strikes



following it up with The Empire Strike Back in July You pi through four levels based heavily on sequences from the film, including snowspeeder battle against Imperial Robots and Walkers Robots and Walkers Robots and Branch Tellowing the Millenium Falcon against ITE Falcon against ITE falcon departs of the robe of the robe of the robe service of

# George Lung roturns

■ Willow, the forthcoming fantasy film from the makers of Star Wars and Raiders of the Lost Ark, is to become a computer game, using digitised scenes from actual film footage.

Mindscape releases the game on the IBM during this month. No date has yet been fixed for a UK release.

Willow, written by George Lucas, features an unlikely hero who leaves the peace of his village and ventures into a world filled with giant Daikinis (whatever they are) little brownies (presumably not female cub scout-types) and mythical fairies.

# Union men Overworked, exploited, ripped off and generally unappreciated: programmers

unappreciated: program
are getting logether to
the Selection Carte
Authors and aims Select
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Authors and aims or reliable method of condu
business affairs." T
interested in joining - inclu
designers, graphic arises
musicians - should write to
Dean, Society of Soft
Authors, Ido 1 Salurin Ho
Calleva Park, Aldermas

# Car Wars 3

dere bleeding cars-with guain 17 Mer bleeding cars-with guain 17 Mer bleeding for form Mer bleeding for form Mer bleeding forded, deadman's curves and control of the form of

£9.99/12.99, Amstrad £9.99/14.99.



# Comics

V for Vendetta. Anything by comics sperstar Alan Moore just has to go in at

2 Viz Comic

- Newcastle's finest. Starring Billy the Fish
Buster Gonade at al, you'll never look at the

3 Marshal Law
- Designer sadism with San Futuro's top



4 Batman: The Cult

– Jim Starlin and Bernie Wrightson latest big names to handle the Dark Detective.

X Men
 Merry mutants remain pretty dire, but th
kids love it!

6 Nick Fury vs Shield
- High tech CIA stuff with our cigar chomping hero.

7 X Factor - See X Men, with bells on.

8 Marvel Comics Presents

- First fortnightly American Marvel comever, to the best of our knowledge, starri Wolverine – bound to sell well.

Akira
Currently trendy Japanese cansisted into Fnolish

10 Action comics weekly - Superman et al in a weekly comic for the first time ever.

Thanks to Comic Showcase, a popular London Comics shop, for these figures. Remember, these are what selfs to fans at a specialist store, not figures for the nation as a whole.







# 









Cassette £12.99 and Disk £14.99
Amstrad CPC Cassette £12.99
and Disk £14.99

ZX Spectrum 48K/128K/ + Cassette £12.99 MAIL ORDER — Please make all cheques and postal orders payable to: System 3 Arcade Software Ltd. at 23 Pond Street, London NW3 2PN Tel: 01 435 8448

P 1988 System 3 Software

Born in a time of peace, lived in the time of war; the shadow warrior returns, Leaping the abyss of time he comes to fulfil his destiny! DATELINE: 1988 Manharton THE TIME: Now

THE QUEST: to destroy the eternal evil... KUNITOKII

IE: Now NITOKI!

MACHINES: COMMODORE 64, SPECTRUM, AMSTRAD, ATARI ST.
PRICE: SPECTRUM COMMODORE 64, AMSTRAD CASS — \$12.99, DISK \$14.99.
VERSION TESTED: SPECTRUM.

VER: EUGENE LACEY.

blend of arcade

guards and want to get down to the serious adventure, getting through all the levels, and seeing

deal in every department

As Paul Hogan said recently: "The trouble with

A Brookside-like cul-de-sac is the most unlikely basic game design system A Brookside-like cul-de-sac is the m - but improves on it. In fact of locations to find a team of crack programmers beavering away on what is probably the sequel of the summer — Ninja II. The exceptionally super cool Ed made several visits to System 3 Glen Close in Watford —

playing each individual level to bring you the first review of Ninja II. POWER





# NINJAY

doing sequels is that they have to be 150 times better." System 3 has opbiously taken Crocodile Dundee's word to heart as they have crammed numerous

Six levels of game play chart a tale in which the Ninja must seek out the evi Shogun and destroy him once and for all.

Level One – sees the Ninja commence his quest from the band stand in the middle of Central Park One of the first puzzles to work out is how he can get underneath the band stand to progress through the came.

The park is full of its famous pitfalls – muggers, vagrants, and even a bent copper or two.

The corrupt police force is something you discover very early in the game. Konikun has the force under his influence – which is another reason why you, the Ninja, must defeat him – to restore the force to the proper.

From this opening level it is clear that programmers, Mev Dinc, John Twiddy, and artist Hugh Riley, have done System 3 proud.

The detail in the park is excellent. My tavourite screen is the one with the juggler, a slightly menacing character with knives rather than clubs and who knows he may decide to throw one of

The Spectrum version is only two colour due to the 3D scrolling nature of the game design. It is not possible to achieve this effect on the Speccy in tu colour. It does not lose the much though – all of the

much though – all of the detail is there.

Level Two takes our her on to the streets of New You with drug stores, big yello taxis, more muggers and some mad molorcyclists who don't have a great

deal of respect for Ninja Again the streets are patrolled by policemen who may have a go at y By winning three punch ups in a row you can effectively kill a



Other - Stragger of Backer





# LAST NINJA2

leviews

advisable. As John Twiddy put it "cop killers are not popular". In other words, it makes the rest of the force pursue a shoot to kill

The hamburger joints come in handy here – providing you with vital energy. Be careful not to scotf one in the seedy part of town though – as you might get food poisoning.

Level Three takes you down to the sewers where you encounter the rats. Ever since I read James Herbert's book about these vicious rodents I have been petrifled by rats. They soutlie horribly towards you in the bawels of the city and your Ninja has to be little of the result of the

leet of foot to avoid them. As in all other levels there s a puzzle to be solved.

Level Four. You are now in the basement of the Shogun's office. The office level forces you into combat with one of the

bent policemen.
Not giving anything
away but this level features
the Access Card and a lift
which places you in the

heart of the Shogun's office

— which is really an oplum
den. Your aim here is to
find a secret passageway
that will lead you to the roof
where a helicopter is
about to take off to the
Shogun's Island fortress
otherwise known as the

next load.

Ninja II is one of the best sequels I have seen. It works because the designers were brave enough to stick to the same

- ► GRAPHICS
- ► SOUND
  - ► PLAYABILITY
    ► OVERALL





So how does Mr Cale justify £12.99 for Last Ninia II on cassette?

"it's much more than just a cassette. The game is beautifully packaged in a top quality box. You get a 30 page booklet, a Ninja mask, and soft rubber shuriken which might, just might, be a clue to winning the



a tale about how "some kid" got through to him on his car phone to complain about *Last Ninja II* selling at three pounds above the normal price for games.

"You software people are all a bunch of b'2@irds," the aggrieved teenager is repute to have told the red Ferrari encased Cale.
Yeb, selling software has certainly made.

to have told the Yep, selling Mark a pretty	software has	

## WIN A PE ENGINE

poutilicious Lora Clark erwise known as C+ VG's loriol assistant — holds the led PC Engine. + VG and System 3 have got ether to offer you a specially

together to offer you a specially imported model, complete with Japanese TV set and a selection of free games – including #/ypet Ten runners up will receive a free rubber shuriken and Ninjo mask.
All you have to do is apswer the



I) Name the Ninja TV series starring Lee Van Cleef.

Answer\_ 2) Name the star of the two American Ninja films sometimes known as American Warrior!

3) Fill in the last names of these martial arts stars:
 Inchin

Chuck
TIEBREAK: There have been loads and loads of hokey Ninja films.

AUTOGEOUS THE DETINET OF THE PROPERTY OF THE P

Computer

Computer.

Send your answers to PC Engine Competition, Computer + Video
Games, Priory Court, 30:32 Farringdon Lane, London ECR 3AU. The
closing date is July 16th and the Editor's decision is final.

MACHINES: SPECTRUM AMSTRAD, IBM PC, C64 AND ST TO FOLLOW

ST TO FOLLOW.

► SUPPLIER: US GOLD.

► PRICES: SPEC 48K \$8.99
CASS, AMSTRAD \$9.99 CASS,
\$14.99 DISK, C64 \$9.99/14.99,
ST £19.99 DISK, IBM PC £24.99 DISK

► VERSION TESTED: SPECTRUM. ► REVIEWER: MATT BIELBY.

In my short(ish) time here at C+VGI've seen some great games, some good games and some less impressive ones from Britain's biggest software

publishers Never, however, has a US Gold product made me laugh quite as much as Starring Charlie Chaplin Yep, it was that bad! It is a "unique game concept" indeed. The idea

is that you are the director of one of our Charlie's black and white classics, and have a choice between making Modern Times, The Tramp, Married Life and a bunch of others based to varying degree on his movies

So far, so good. You chose your script, you flick past the screen which tells the cost of each scene, the actors and props involved and so on and then ... the comedy begins!

Yep, it's funny alright Funny that there should be so little to do. Each backdrop, be it a ship

deck, a country garden or a pub is laid out in exactly the same way: empty, with some steps to a balcony at the back Each is populated by a

couple of characters who walk about, back and forth, across the screen Every time, you have to move around this rather basic set in the manner most likely to amuse an audience and so make your flick a success. It dawns on you that an audience would have to be pretty starved of

walks along the landing entertainment to be tickled

woman of his dreams. The

instructions advise you to

perform "wacky stunts" on

the only wacky stunt my particular Charlie seemed

to know how to perform was smacking people in the face with a good right

jab, this soon began to

call, and I sent hir

ne other actors, but since

by any of this

It's fun and japes bitten by a dog

roaming ground the set instead, climbing ladders and suchlike. If a black and white game is surprising on the Spectrum, then it is surely

unbelievable on a 64 or (gulpl) an ST, however atmospheric it may be. The game obviously looks a lot better on the ST, but the game play is just so ill thought-out and limited, I can't imagine anyone sitting down and playing it more than twice.

► GRAPHICS ► SOUND ▶ VALUE

► PLAYABILITY

4 ► OVERALL 4

4

4

4

▲ It's fun and japes as Cha

It's fun and japes as Charlie goes to the empty pub (snooze...)

The first film I attempted to make was The Immigrant, a tale of UPDATE ... Charlie's arrival in America and inevitable If they each had more falling in love with the

potential for movement. the sets were more varied, there were more props to use, if you could control them all and not just Charlie . . . If, if, if. The game is equally dodgy on the ST and Amstrad, and there is no reason to believe the 64 is any better, now is there?



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# MACHINES: SPECTRUM/AMSTRAD/CBM 64/ATARI ST/AMIGA.

ONITIARI STIAMIGA.

PRICE: 8 BIT CASSETTES
S9.95, DISKS \$14.95, 16 BIT
VERSIONS \$19.95.

SUPPLIER: PRISM.

VERSION TESTED: ATARI ST.

REVIEWER: JULIAN RIGNALL

peared on the ZX81





the game begins.
The objective is the same

leave players out of the Selecting a squad is very

straightforward. There are three screens representing defence, midfield and on the left hand side

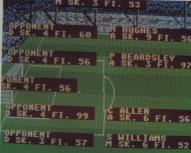
players are placed. The ones on the right are for the player. Each slot is the equivalent of a position on the field; so that you can

Having four slots per screen also allows different formations to be chosen, ie 4-2-4, 3-3-4, 4-4-2. It's useful

▲ Thump — the striker knocks one home in this exciting ST title screen. ▼ That man Beardsley is in the line up again.

Five years later, Kevin

The first item on the agenda is choosing a on-screen, and the player



and positioned, two

flick-screen pitch. Being a

move. When a goal is

wages, overheads, profits

passing height and passing length, both of which may be increased or decreased. High team of players with high skill levels. What is



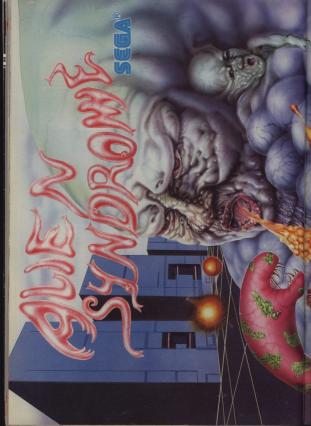
and you get completely ▲ Commodore United go two down in this Speccy shot. ▼ "Gooooooal" shouts C+VG's caption writer. DARL'TON

change their passing style! Indeed, a change of

unningl	MIII9
GRAPHICS	6
SOUND	1
► PLAYABILITY	9
► VALUE	8
OVEDALL	0

OVERALL UPDATE ...

All versions of Football Manager II are planned to be in the shops by June 17th according to Prism spokesman Mal Thomas: masters apart from the Commodore 64 and duplication is about to





Embark on the original quest of the Ultima chronicles. It is a dark time. The end Wrand, Mondain, has sort forth hordes of demonic mission of transparent of the control of the Britamia. Thou are the one of whom the prophers speak. The champion will make Mondain into the demker util mack Mondain into the demker and the control of the carries of the problem.

Propose for the Third Dark Age. The appearance of a first island has beralded the reberring fasts forces and sinister occurrent. Lasts forces and that the evil force which now blends that the evil force which now blends Sociaria to offering of the lange-facial Moredam and Menaz. The only chue to its entity is a word scrawled in blood on the deck of a wrecked ship: EXXODUS.

Once again the call for heroes is sounded. Command a parry of four adventurers in search of the classive Exodus.



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In the latest sequel – Warriors of Destiny – you are summoned back to Britannia to discover the fate of Lord British. Success involves exploring 8 dungeons and over 30 towns, encountering new monster types, mastering an enhanced combat system, surviving

dangerous combat and conversing with hundreds of characters.

Enter this legendary kingdom at any point in its history. The door is always open for heroes.



Ultima is a trademark of Richard Gordon



Mondain, Minax and the helispawn Exothis have finally been varioushed from the lands of mortal - an Awatar - is sought to

explore the cities and towns of Britannia, now sixteen times larger

Only those who achieve the status of Awatar reach the final conflict where the ultimate challenge – the self –

The fantastic discovery of the new expeditions fate.

In a desperate call to arms you are

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AMIGA, SPECTRUM, COMMODORE 64, AMSTRAD.

has driven the ball hor

A Throw in near the touch line check the ads for Terramex on the

Other nice touches -

the play offs) its people singing "ere we go, 'ere we go, 'ere we go". Why don't they just go that's what I

8

4

- ► GRAPHICS
  - SOUND
  - VALUE
  - ► PLAYABILITY OVERALL

### UPDATE ...

Though the ST and Amiga versions are out now, work has yet to seriousl start on the promised C64 and Spectrum ones, so don't expect the 'til next season, Saint. There will be no big differences between the versions we





## Can you cope with Corruption?

The City of London. Deals and chicanery

Reboot your mindset, check the FT index, and

Corruption is written by Magnetic Scrolls, home of classics like The Paten and The Guild of

Thieves. It's a fast-paced thriller, like nothing

Just remember: in the real world, the good guys

Atari ST £24.95, Amiga £24.95, IBM PC £24.95. Telecomsoft, First Floor, 64-76 New Oxford St., London WCIA 1PS.



characters are very quick

► MACHINE: ATARI ST ► SUPPLIER: US GOLD. ► PRICE: £16.99.

Atari's Gauntlet first appeared in 1986 and

sluggish joystick response and irksome bugs.

There are no bugs, and

If that isn't enough, the



MACHINE: ATARI ST. ► DDICE- 040 05 ► REVIEWER: CHRIS JENKINS.

If you know three people

▼ Mindless maybea







▲ Superb gameplay



- ► GRAPHICS ► SOUND
  - ► PLAYABILITY
- ► VALUE
- ► OVERALL FOOTNOTE . .

There are no plans on the

US Gold schedule to release Gauntlet II on the Amiga, but December '87 saw the eight-bit variants first released upon the

market.
The Spectrum version was criticised for being too close to Gauntiel I to make buying them both worthwhile, and was equipped with particularly weedy sound

On the other hand the C64 had sound graphics, good big sprites and was extremely playable and addicitive. Amstrad was good too.



► GRAPHICS ► SOUND

► VALUE ► PLAYABILITY

► OVERALL UPDATE ...

Leatherneck - from the mind of Steve Bird, creator of Gridrunner, is also out for the Amiga, also at €19.95

No 8-bit conversions, are planned





MACHINES: ATARI ST/AMIGA/CBM 64.

SUPPLIED: FIDERIDD

PRICES: ATAPI ST £19.95/AMIGA £19.95/CBM 64 £9.95, £12.95 DISC ► REVIEWER: CHRIS JENKINS.

Not many games have object-collecting. puzzle-solvina. monster-fighting aspects of adventures with the animations, sound effects and graphics of arcade games. At least, not successfully. Pandora, though, may be the breakthrough, a iovstick-driven arcade-adventure which should appeal to

absolutely everyone For a start, the graphics are lovely, obviously more so on the 16-bit versions. The game is set on a complex space station shown in a cut-away top-down view. The details are fascinating: sliding doors, panelled corridors, computer terminals. furniture and fittings of all kinds. Even more

impressive are the characters, including yourself (an intergalactic salvage expert), and the surviving inhabitants of the space ark Pandora.

Somehow, most of the crew of the station have been killed: it's your job to make contact with the survivors, trade with them to obtain alien artefacts from Pandora's 200-year mission, and finally to shut salvage the ship. The first thing you

discover is the importance of ID cards; the first character you meet on beaming aboard the ship disintegrates into a pile of bones, and unless you pick up her ID card, you'll go the same way.

One represents the contents of your backpack, one your

pockets, and one the object you are holding Objects such as ID cards, weaponsl, alien artefacts and trading objects can be transferred from one to the other by pressing the

space bar to activate the inventory window Moving around the ship and encountering various characters, you will soon

the objects. The Diabetic for instance, will give you a valuable artefact if you can give him a syringe. The Scientist will help you in return for a book, and so

Combat sequences animated) are played by watching an incrementing

discover the use of many of bar graph, then hitting the fire button just as it reaches its peak Force barriers which

normally cook you can be deactivated if you carry the correct ID card terminals will give you vital

clues if you log on with the right card. Some areas of the ship are inaccessible unless you have a security pass. Any objects you do not wish to use can be put in a chute which transfers them to your ship

increasing your score. Certainly not a game you can expect to finish quickly, then, Fortunately there's so much to see that there's not a chance of getting bored.



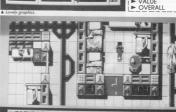
► GRAPHICS SOUND

PLAYABILITY ▶ VALUE

9

9

9



A Kill or be killed.



## METROPOL

► MACHINES: SPECTRUM/ AMSTRAD/C64.

► SUPPLIER: POWERHOUSE

► PRICE: £1.99 ► VERSION TESTED: C64/ SPECTRUM

► REVIEWER: CHRIS JENKINS.

The backgrounds aren't BOINK BOINK from some of bad, though there's precious little explanation of what chandeliers, suits of armour and Gothic pillars are doing in an

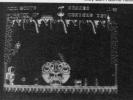
precious little in the way of gural excitement. Fortunately, the alien metropolis. What lets the game down are the sprites; single coloured and very poorly designed, they don't dome near the

ameplay isn't that bad Above the playing area is your "Pyramid of Strength" which decreases on each contact with an alien. To the right is your inventory

the bouncing aliens, here's

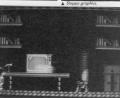
juggling objects in this way you should be able to find which will open the locked doors which bar your way.

Each time you lose a life you turn into a flying jelly (I didn't quite understand that bit) and at the end of the game you're told what adventure you've



People sometimes go to barmy lenghts to conceal the fact that they've pinched an idea for a game. This one, for instance, is supposedly all about stranded astronauts searching for fuel for their spaceship. Pah! I know a rip-off of Magic Knight when I see one In truth, gentle reader Metropolis is naught but a spacified version of David Jones excellent trilogy for Mastertronic, Here, the

put-upon hero Moonboots, wears a spacesuit instead of armour, and is attacked by aliens instead of demons. but the idea's the same; make your way through avoiding attack and searching out the objects which will open locked doors and help you return to your home



A Magic Knight cle standard you'd expect even from a budget game. At some stages the white astronaut disappears in front of the white background details. The sound effects stink

which never stretches beyond two objects. Each time you find a new object - an oil-can, hammer, key or whatever - it is automatically added to your inventory, and the last too; apart from an irritating object dropped. By



completed. An amiable little game, then, probably entertaining for a good few hours but let down by some sloppy graphics and sound design.

6

▶ GRAPHICS

➤ SOUND ► PLAYABILITY

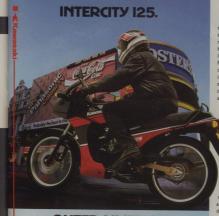
▶ VALUE

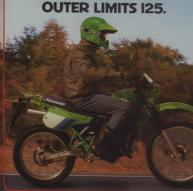
► OVERALL

### UPDATE ...

Well, you'll be pleased to know that Powerhouse plans to release Maaic Knight . . . oops, sorry, that was a most unfortunate slip of the typewriter. Powerhouse will also be releasing Metropolis for the Amstrad.

That's better. Or rather we hope it will be.





AR125: Road Sports, Some 125's are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As Performance Bikes magazine wrote when comparing all the 125's "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other 125".

With its superbly sweet engine, the ARI25 is as nippy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. Super Bike summed it up as a "perfect learner two-stroke . . . handles brilliantly. . . brakes stop the bike on a sixpence . . . unconditionally recommended".

KMX125: Country Sports. The KMX is developed directly from Kawasaki's racing moto-crossers. So when you plough across the fields, you're riding a real thoroughbred.

When a crowd of first-timers tested all the new 125's, including riding them around a Part One Driving Test Course, they voted the KMX top of the lot.

Dirt Bike Rider magazine rated the KMX "the trickest 175 on street or trail". Which is fair comment since the KMX is as brilliant on-road as it is off-road.

The Kawasaki Launch Pad Package. If you buy any new learner-legal Kawasaki. maintain it correctly, and return it in good condition in a year, you'll get your money back (less taxes) against the cost of your next new Kawasaki. To qualify, you have to agree to take proper training. And, if you do, you'll get special discount vouchers on safe riding gear like gloves, boots and jacket

If you would like a brochure and the name of a Kawasaki Launch Pad dealer near you, send your name, age, and address, to Dept 153. Kawasaki Motors UK Ltd. 748 Deal Avenue, Slough, Berkshire, SLI 4RZ.

WHO CAN CATCH A KAWASAKI?



► SUPPLIER: MELBOURNE

► PRICE: £19.99.

Hey, let's do the monster through the world. Cry "Aaargh!" and let slip the lists of fury.

This is, believe it or not, a seen it. As far as I can udge, the arcade

because it's a neat little

And Melbourne House's game is just as fun. So it home version use the same Amiga board technology.

and a huge horn stuck in

The idea of the game is

pulverise the buildings on range from straw huts. pagodas.

Hidden in each of these When you get one you have to take it back to your egg. If you win, you keep e egg, lose and it's back get five eggs to your cave

iden egg.

have things all their own way. Quite understandably

In tact when a monster dies it's quite gruesome. He

The only niggle I had was

punching when I wanted to

The game is very similar to Rampage in its total

If you spot the spelling



► GRAPHICS ► SOUND ► VALUE ► PLAYABILITY

8978

UPDATE ...

The only conversions planned for Aaargh! at the moment are for the Apple and IBM and they won't be appearing for sometime. As for ST. Amstrad, Spectrum, and Commodore, a Melbourne House

spokesmaness said: "You never know."



Dragon monster's snack - a a



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Amstrad £9.99t - £14.99d

Atari ST £19.99d





All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS, Tel: (0742) 753423 Telex No. S47274

► MACHINES: SPECTRUM, COMMODORE 64, AMSTRAD. ► SUPPLIER: TV GAMES (DOMARK). ► PRICE: £7.95 CASSETTE, £10.95 C64 DISK, £12.95 AMSTRAD DISK. ► VERSION TESTED: C64 CASSETTE. ► REVIEWER: MATI BIELBY.

All right, you're down the pub, or you're in the arcade, or you're wherever you reprobates go on a night, and it's getting around that time when there's nothing else for it; you just have to have a game of

Triv. So you wack your ten pees in, gather your mates around, and start to trash that cash. And what d'you get out of it? No adrenalin rush like in *Outrun* that's for sure, just to prove that perhaps you know a bit more useless information than

What basically we have here, guys and gals, is a computerised five game for the home, and as such is bound to be a massive success not just how but in a year of two so were the country since fived on over the country since fived no week the country since fived places to be a possible to the country since fived in a service of the country since fived in the country since five fived in the country since five fived in the country since fived in the cou

purchase the license they know. So how does it fare as a trivia game? Well for a start, you can forget Paul Daniels. How many computerised pictures do you getof him? Answer: not a lot.

of min' Answer. not a jot.

Mol even at the end when you've was to be even at the end who do get a rough (read: very rough) approximation of a 1V studio, and a 1V studio of the control of the control of the 1V studio of t

gormiess stiffness neips capture the frue character of the show.

First thing you have to do is chose your players from the vast range of worthies on offer. Should you

▼ Shifty Contestants

## **EVERY**





choose the shifty looking one with a beard, and perhaps partner him with the blond floozy or what? You can play up to three teams, so you can fight with your pals about

which character to play.

After this fun, the game begins. You whiz through a number of rounds answering true or false questions, or choosing which of three categories various things fall

When you get fired of a certain block of questions, it's quite a faff having to rewind the tape to get to another block, if like me, you've made the mistake of playing the cassette version.

Throughout the game, your correct answers are earning you extra seconds which are of vital importance in the final round when the clock really is against you and, well, "every second counts". How much you like it just depends on how much you like thy 1, guess.

4

7

7

- ► GRAPHICS ► SOUND
- I► VALUE
- ► PLAYABILITY

  ► OVERALL

### UPDATE

On the Spectrum version the blinking eyes on the contestants are nowhere near as well animated as on the others, and the Every Second Counts Cock is far less impressive. Not, but leading. This ain't a game that pure the company of the contest of

▼ Little to do with TV show





# eviews

## HERCULE

► MACHINES: CBM
64/SPECTRUM/AMSTRAD.
► SUPPLIER: GREMLIN
GRAPHICS.
► PRICE: \$9.99 CBM 64 \$7.99

PRICE: \$9.99 CBM 64 \$7.3

SPEC.

➤ VERSIONS TESTED: CBM
64/SPECTRUM.

► REVIEWER: PAUL
BOUGHTON.

Ye gods! Let's shake, rattle and roll dem dry bones and make it a slay day. Gremlin tries its luck with Hercules – Slayer of the Damned at a Barbarian-ish clone.

But Hercules is a hit and myth affair which lacks the glamour, sound effects, graphical superiority and brilliant playability of Barbarian.
However it's not a bad

nowever it's not a bad

little bash, thrash, drub and club game.

Here's the bare bones of the plot. Hercules, son of Zeus, has to complete 12 tasks. Yes, you guessed it, the twelve Labours of Hercules. Now this is not as complicated as it seems.

the minotaur.
But several things stand in the way of collecting



DOPS.

► MACHINES: C64, SPECTRUM, ST, AMIGA, PC. ► SUPPLIER: THE BIG APPLE. ► PRICE: SPEC S7.95, C64 S9.95, ST, AMIGA, PC S19.95. ► VERSION TESTED: C64 DISK. ► REVIEWER: MATT BIELBY.

OOPSI is the first release from new boys Big Apple – don't there seem to be a whole crowd of publishing houses opening up about now? – and I'm pleased to be able to report that it's a goodie. The only problem with OOPSI.

If anything, is that if it too hard. The odds really are quite bodly stocked against you, which is a strength in a good which is a strength in a good which is observed in a good challenge no matter how much you like to play it, but a real turn off if it has liftle else to other. OCHS grobb you from the word go, and even if it characters that made \$\textit{Bubble or Pacaman or other chasting-round-a-made games so appealing, if relatins strategies and in the properties of strategies and strategies of strategies and strategies of strategies of strategies of challenge.

Basically this is your finding your way salely around a grid problem. Apparently you are meant to be a droid chasing around something or other looking for vital gravity pods, of which you have to collect eight before you can move onto the next screen. In reality you look a bit more

like one wibbly shape rushing around after a second wibbly shape, but I guess you have to have a bit of imagination for these things. In the space between the blocks that you walk along, a rather lovely and very confusing riot of colour and shapes swirts around, making it very difficult to concentrate on just where

around, making it very difficult to concentrate on just where you are. In addition, an orange ball bounces around the screen like a refugee from Freakout, and if you continue, in the same direction for any length of time two boths that hover at the sides of the screen whit out to zap you. Sounds bad enough, doesn't if I but 'ye engineted to

Sounds bad enough,
doesn't it, but I've neglected to
mention the squares that
a mention of the mention of th

The thing about OOPS/Is that is lieralishly difficult, but also, happily, feedlishly addictive. For a start you are only given a more bondful of lives which are been and the start of the

bit shakey after a long session

at this I can tell you! – keeping a track on your little moving shape is a problem, especially when you are at the same time trying to work ou! the safest route to grabbing a gravity pod.

The salest route to grabbing a management of the salest route to grabbing a fare or plenty of screens where things are laid out there is only one route you can take, and that is often confused by having a disappearing block that takes good liming in pass over, when the property of the salest possible of the salest possi

n e

passle of other natifes. Scree Four, for example, is bloody hard in this way. I've spent a fair amount of this review simply describing what happens in the game, which is necessary I think because there is such a lot to get a grip on. Basically though, once you play the thing it all becames abundantly clear, and in

thing it all becomes abundantly clear, and in purely abstract terms is one of the best strategy/maze games I've seen. I think it could have done with some cute character to bring it all to life.

8

8

► GRAPHICS ► SOUND

► VALUE
► PLAYABILITY

► OVERALL

the labours besides the skeleton fighters. I found it very difficult to collect them. There I was thrashina away at the little puffs of smoke with little or no effect. And then when I did manage to collect a few this spider keeps popping down and whipping them

The fight action itself is fairly fast and the moves fairly limited. Some are given silly names such as Mountain Shaker, Titan's Gift and Pluto's messenger.

The most deadly appears to be Mountain Shaker which allows you to knock off the skeleton's

The sound is awful. making the blows have the all the impact power of a ping pong ball on water. Personally, I never did nake it to the final confrontation with the Minotaur. However you can see a demo of the battle so you know what's in store. Whether you

decide it's worth going for is up to you. The trouble with these combat games nowdays is that the standards are now

and phaps have had an option here you get rather more as than are given:

after cit is quite easy to spend to life for every gravity pod a cited on the tougher

screer and when you have

eight tollect before you move halevel, you don't end

gerg very far.

which while looks good and which will as well as being

very a what Delphian and

very dictive indeed. I

very high.
Just think of The Way of the Exploding Fist, International Karate and Barbarian. Things just keep getting better. And if you can't top those for quality. then price has to be a big factor. Hercules doesn't have any real new dimension to it in the quality stakes and it isn't cheap enough to make it a

real star buy Still, beat 'em ups are always popular, and Herky-boy is such a great character that he sort of deserves a good game based around him, even if

this gin't it It will be interesting to see how it does in the charts.

- ► GRAPHICS ▶ SOUND
- ► VALUE - PLAYABILITY
- ➤ OVERALL

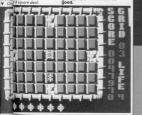
### UPDATE ... Conversions of Hercules

are coming for the Atari ST (£19.99), Amstrad (£9.99) and MSX (£7.99).

Neutron, their next two releases, will be like?

UPDATE . . . Being a very simple looking with hidden surprises, OOPS! will work

well on any format. We've seen the C64, and very good it looks too, but it is only terms of graphics that the Spectrum, for example, will ose out. In terms of ameplay it will rem



## 0 41



MACHINES: CRM 64/128

► SUPPLIER: ELECTRONIC ➤ PRICE: (£14.95) DISK.

➤ VERSION TESTED: CBM 64.

➤ REVIEWER: STEVE.

This game supposes that

computer as an opponent

All this produces a good

PLAYABILITY

UPDATE ...

Patton vs Rommel is not British games machines, and judging from Steve's review, it doesn't look as if



MACHINES: SPECTRUM/
AMSTRAD/CBM 64/ATARI ST.
SUPPLIERS: ELITE.
PRICE: 57.99
[SPECTRUM/59.99/
£14.99 (AMSTRAD CASS AND

DISK).

VERSIONS TESTED:
SPECTRUM/AMSTRAD.

REVIEWER: PAUL
BOUGHTON.

Take a healthy helping of Ghost 'n' Goblins, add the essence of Rastan Saga and Thundercats, stir vigorously, add a dollop of programming talent and simmer for a few months before serving frozen. The result - Beyond the Ice Is this a royal dish to set

before the public? Is it mouth-wateringly tempting, juice-loosing and saliva-stimulating Will it leave you asking:

"More, please."
Well, first impressions are that this is a tough old dish, fiendishly tough on the Amstrad, less so on the Spectrum.

And Flite have catered for this by giving you nine lives

The plot is pure clap-trap, all about goblins and ghosts, and vil creatures. The evil forces have been burning down the forests, destroying homes and generally making life very miserable for all

A single person has been chosen to put everything back in order, banish evil and make sure everything

is hunky-dory. So it's off to explore the Rastan Sagaish screens, slay the Ghost 'n' Goblins type creatures. And you control the heroine or hero

- I think it's heroine but you never can be really sure these days - with the long, flowing blonde hair, cut in the very best Thundercats





There are weapons to

Spirit of the Woods to wipe

The weapons you can

You start off by leaping down a hole, facing left And here's where your problems start. When you hit the bottom you're

very difficult to turn round

in time to fend them off. So

quickly.

it's one life gone very And from then it's hard slog. The creatures come at you thick and fast, flying bat - like things.

axe-throwing zombies and other nasties that materialise from nowhere to wreak havoc.

One of the problems in coping with the onslaught is that when moving right you're almost at the edge of the screen. Creatures appear singly or in clusters so suddenly that it's hard to

-	GRAPHICS		SSP 7
-	SOUND	7	7
-	VALUE	7	8
-	<b>PLAYABILITY</b>	7	8

pick from are knives, sword UPDATE . . .

The Amstrad and Spectrum Beyond the Ice Palace should be on sale now. The Atari ST version has been completed but, at the time of writing, we haven't seen it yet. Work on the Commodere version is attacked from the right. It's

nearing completion.

000760 choose from all the route stones and gems to collect. If things are getting tough you can twice summon the out the screen baddies appears not to have a name but is very effective

▲ Grab the gem but watch out below

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decome a warrior of the future with Blood Brothers or a warrior of the past in reules, Slayer of the Dammed. Enter the carry, world of the Pink Panther or enjoy two different games in one with slate Crazy – the "Car Park Challenge" and the "Championship Course."

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etrad 60 00 614 00.



MACHINES SPECTRUM/AMSTRAD/CBM

> SUPPLIER: INCENTIVE. > PRICE: £9.95. > VERSION TESTED: AMSTRAD/SPECTRUM/CBM

▶ REVIEWER: CHRIS JENKINS

Imagine an entire world in solid 3-D, through which Imagine a terrifying threat. mission. Imagine a series of

under enemy attack.

Imagine no more . . . Dark Side is here. If you saw Incentive's first

Driller, you'll know how the

from above. In Dark Side, the system is degree, and the gameplay is pushed to

alien race (the Ketars) (Zephyr One) and threaten Evaths). Only one man can invade the moon of

Evath, It's you, muggins. structures. Some serve no function, some can help which is which becomes

pretty crucial

As you move through the 3-D landscape, your first aim is to locate ECDs – Energy Collection Devices. are feeding power into the Zephyr One weapon. charging rate, the weapon

Many of the ECDs are hidden inside buildings all takes energy, and of



ECO MODX





▲ Blast away

course you will snuff it if your power rating falls to zero. There are also more patrol the moon, and will are within range. Go into weapons mode, aim for

away before they get you.
To knock out all the ECDs fires, you need to learn to use the map supplied, the instrument panel, and the

the huge game grea limited amount of fuel, it allows you to soar over the landscape, spotting ECDs you go. Energy convertor your orientation and make U-turns. You can also save If it isn't already clear review, Dark Side is absolutely stunning

The colourful interior scenes on the Amstrad and 64 versions, together with the Ketar installations make it a pleasure just to wander through the may zones of the moon. But in absolutely absorbing Miss out on Dark Side and you might as well throw your micro out of the

9

I ► GRAPHICS

I► SOUND ► PLAYABILITY ► VALUE

## MACHINES: SPECTRUM/AMSTRAD/CBM

### 64.

► PRICE: \$7.99 SPECTRUM)/\$9.99 (AMSTRAD).

► SUPPLIER: GREMLIN GRAPHICS.

► VERSIONS TESTED SPECTRUM/AMSTRAD.

REVIEWER: PAUL ROUGHTON

Tut, tut, tut. In these super-health conscious certainly hasn't been reading its inter-galactic government hec warnings. Blood Brothers! Gaspl

It's not that many weeks ggo that one of the television companies was slammed for showing an old film which included two chums becoming blood brothers, Shamefull Bad Example! Irresponsible, cried the critics.

So it comes as some surprise to find our heroes 'draw blood from their wrists and press them together, mixing the blood. and combining their companionship

Now even with added health dangers, it's not a great idea to go around cutting your wrists, It's liable to hurt and be very, very messy.

And just why two brothers - who after all are blood brothers to begin with should want to indulge in this dangerous and totally ridiculous ritual, is never explained.

Here endeth the health warning. Back to the

game. This is a space tale of slaughter and revenge, the ingredients of a thousand Westerns, Brothers Hark and Kren – aren't they two of the bods from A-ha – have been zooming around testing out their new Skywalk jet bikes. They return home to their village on the planet Sylonia and find the place in ruins, the



▲ Oh Brother! Out for revenge

families slaughtered. The thugs responsible for

this heinous crime are a band of crazed space convicts known as the Scorpions, who roam the galaxy preying on the innocent, plundering looting and stashing the swag in an underground city of tunnels and mines on Sylonia.

Understandably Hark and Kren are a little miffed at finding their home and loved ones are no more. So addled by this tragedy are their brains that they indulge in the blood brothers ritual and swear

revenge on the Scorpions. Now Hark and Kren are apart for a prediliction for

homes destroyed and their self-mutilation, completely non-violent. However, in their attempts to pass exams the brothers have

built a range of sophisticated weapons. These fearsome hardware built as part of their A-level A-level Holocaust and Annihilation, are strapped to their sky bikes and the brothers set off for revenge

The game opens with the bros at the mine entrance Two people can play, one using the joystick, the other keyboard. You can choose to drop into the mine, start exploring, collecting gems, extra fuel etc and

blasting the aliens. On the jet bike - much more fun. I ound - you fly towards a mine entrance, avoiding

blocks, blasting away others. It's a sort of maze and dodge 'em

But basically, the game is much-of-a-muchness, playable but not addictive, entertaining but not memorable

SPEC 7 ▶ GRAPHICS

► SOUND - VALUE ► PLAYABILITY ► OVERALI

67 ź

8

UPDATE ...

The Commodore 64 version of BB is out now. No news of any 16-bit conversions.





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SUPPLIER: RAINBOW
ARTSIUS GOLD.
PRICES: AMIGA \$24,99/C64
CASS \$9,99, DISK \$11.99/ST.
\$19.99.
VERSION TESTED: AMIGA.
PREVIEWER: MATT BIELBY.

Oh dearle, dearle me, It

hardly seems worth writing a review of this little beauty. We all know what it's a rip-off of, we all know what a work of genius the original game is, the only pertinent question would seem to be "Is it a good copy or not? The answer is, I'm pleased to say, a very decisive ves. There you go, end of

Oh, what more? Well OK then, as you asked so nicely. What we are talking about here, guys and gals, is the definitive ladders and ramp game. There

Bonus 11 

▲ Super Mario Brothers Clone.

can be few of us who haven't played Super Mario Brothers to death in the arcades or on Nintendo consoles, but up

until now it has never been available for any home computers. The fact is that hasn't changed one jot, Nintendo is still guarding

its license jealously. However, Gianni Sisters is now available, and that's Basically Gianni Sisters is

MACHINES:
SPECTRUMIATARI ST/CBM
64/AMSTRAD.
SUPPLIER: MARTECH.
PRICE: \$7.??.
VERSIONS TESTED:
SPECTRUMIATARI ST.
PREVIEWER: PAUL
BOHNTOM.

Bielby gets to meet Vixen star Corrine Russell in the flesh and I get to play the game. Life can be very cruel. Still I'm used to

Stalking through this world, armed only with a whip is somehow gained magical powers which, under







▲ Definitive ramp and ladders game.

as straight a rip-off as they come, and as likely a candidate for a court case as any of the many rip-offs that litter our industry. However, for all that, it is a bloody good game, and it is the rare games player who would stand on principle enough to ignore it, considering the temptation we must all feel

to have it in our collections.

It's certainly good news for us all here at C+VG, since Mario remains the most played game in the office despite the length of time since it came out, and we can now have a version of it up and running on two different comput

Probably the most obvious and important difference to playing Glanni over the original is



### A Superb play

that instead of the Nintendo paddle, you now control your little bouncing ► GRAPHICS sprite with a joystick. This takes slightly different skills, but it's nothing much and after the initial shock of the

Instead of playing a stumpy little ice cream man type who grows to twice the size on contact with the "magic mushrooms that litter the various worlds he must fight through in order to rescue some princess, you now control a cutsie little airl in pig tails and bobby socks.
This time ground contact

with hidden fireballs

electric shocks, fruit etc. give extra powers, time etc. including her becoming a much more acceptable hard punk type woman who thankfully takes the rather painful cute element down a level or two. Your task is to rescue your twin sister from

That's it really, a bloody good game, and if it didn't get Game of the Month, it's only because we were loath to give it to such an obvious filch.

SOUND

IN PLAYABILITY OVERALL

### UPDATE ...

Gamepiay on both the C64 and the Atari ST versions of Glanni are identical to that on the Amiga: in other words you get a pretty ace game whichever machine you've got.

The ST version is marred by flip screen rather than horizontal scrolling.

into a fox. Each level of the game way Vixen must collect mystery bonuses and





▲ Vixen does the fox trot.

monsters, lashing them which allows her to transform unto a fox and try out the undergroung

Because all the gems bonuses etc. are on the most of the first levels are played with Vixen in a crouching position. This I found a little tiresome.

Good graphics, nice sound, but a little

► GRAPHICS

8 Q SOUND VALUE 877 67 ► PLAYABILITY ► OVERALL 8

### UPDATE ...

By the time you read this Vixen should be doing a fox trot across all the major home computers.

Novice or Grand Master, choose the Ultimate in Chess Software - Sargon III

# SARGON E



Sargon III is the result of over 21 man-years of development. It will play at precisely the level of difficulty (or simplicity) you need, it will give hints, take back moves, relpty for you—it will even change sides. Sargon III contains an opening library of over 65,000 opening moves, and its town over 100 Classie genes in Chess History. In the US, it has won the PC World magazine Microcomputer Chess Tournament. And in field trials on 6502 and 68000—based computers, it has beater in small rival. Chessmaster 2000.

If you have never played chess before, Sargon III's manual will take you from the fundamentals, in a specially-commissioned section from the US Chess Federation.

And if you are a Grand Master, Sargon III will rise to the occasion - it's beaten a Chess Master rated 2209.







Sargon III will be available at £ 19.95 for Commodore 64, Atari (8-bit) on disk, and £24.95 on PC, Amiga and PC.

SARGON III

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## INTERCEPTOR

► MACHINE: AMIGA. ► SUPPLIER: ELECTRONIC ART.

► PRICE: £24.95.

► VERSION TESTED: AMIGA

► REVIEWER: DAVID BISHOP.

Amiga flight sim' freaks have certainly been having a field day lately First there was Sub Logic's Jet and now Electronic Arts' has entered the fray with Interceptor, an F/18 Hornet and F-16 Falcon combat simulator set in and around the San Francisco bay

greg of the States Before you can attempt one of the many varied missions in Interceptor, you of stolen aircraft and the annihilaton of their enemy

escorts Sometimes you'll be asked to fly search and rescue missions which involve the location of a friendly pilot, shot down somewhere in the bay. Not only must you deploy a rescue pod within range of the unfortunate pilot, but you will also have to deal with a number of enemy pilots loitering menacinaly around the rescue area

The most taxing mission of all involves the protection of Airforce One which is on its way to San

The graphics and sounds are superb; smoother and more detailed than either

Jet or Flight Simulator II. Interceptor is destined to become a benchmark against which future products of the type will be no plans to convert

UPDATE ...

Now here is the bad news Electronic Arts in their wisdom have absolutely



prowess by successfully qualification flight.

All you have to do is take off from the deck of your gircraft carrier (the USS Enterprise), fly ground the bay for a bit and then land safely back on the carrier again – not an easy task. During your flight, you may get harassed by enemy 'bodeys' and these must be dealth with as you see fit: shooting them out of the skies with a well aimed Sidewinder is particularly satisfyinal

Missions come in all shapes and sizes. From simply locating and identifying an aircraft which is 'out there somewhere', to the

interception of a couple

aircrat have been detected in the area and its your lob to intercept and eliminate the agressor planes, enabling the president's jet to land

> Interceptor is packed with all the features one has come to expect from a top class combat and flight sim: spotter plane and tower views with zoom controls, multiple head up displays, various defensive and offensive weapon systems, target selection and identification computers and much,

much, more A well laid out manual and a number of training

missions and manoevre tutorials provide easy access to this



▲ The ultimate flight-sim at the moment judged. If you like this kind

first opportunity

▶ PLAYABILITY

► OVERALL

Interceptor to any other of game and you own an format. And even if they Amiga then buy it at your do change their minds other formats wouldn't be available for a long, long,

long time. ▶ GRAPHICS So non-Amiga owners have two choices. You ► SOUND 8 can either buy an Amiga ▶ VALUE 8

or learn to live with the 8 | fact that you won't get your hands on the best flight sim around. 8





MACHINES: SPECTRUM

AMSTRAD ► SUPPLIERS: CODEMASTERS. ► PRICE: £4.99.

► VERSION TESTED: SPECTRUM AMSTRAD ► REVIEWER: PAUL BOUGHTON

How are you really expected to criticise a game which it is hoped will raise loadsamoney for Sport Aid 88, the charity fighting hunger, poverty and disease among children worldwide? To say anything against it would be churlish to say the least Even if this game's bad, it's good. Right? And, in fact, what we have here is a quite decent

arcade adventure for a fair However, most of the praise for this game comes from Codemaster themselves. Just get a load

of the blurb. "Another great game by the Oliver Twins." Well, it's another game by the

Oliver Twins. But great? 'An excellent example of how compulsive and addicitive a game can really be!!!" That depends on what other games you've ever played.

"Absolutely brilliant – this is one of the best computer games ever written." Now steady on!

That really is going too far. In Race Against Time you play the part of Sudanese runner Omar Khalifa. He's the athlete who back in 1986 lit a torch from the campfire in an African village and ran with it through Europe and the United States to Jaunch

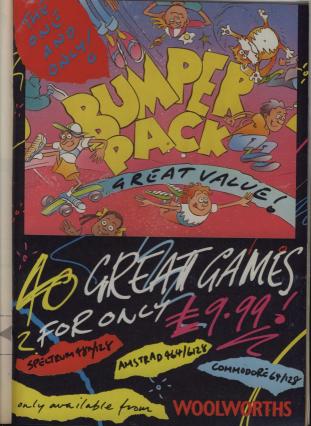
Nicely programmed and playable, Race Against Time has to be a recommended buy. It even has Peter Gabriel's Games Without Frontiers as a

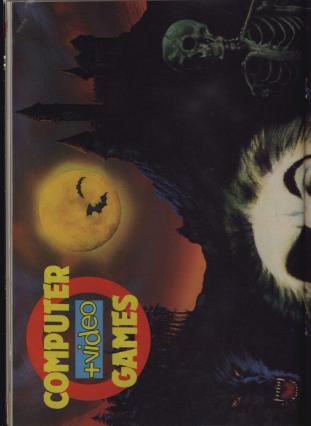
soundtrack. AMS SP ▶ GRAPHICS ► SOUND

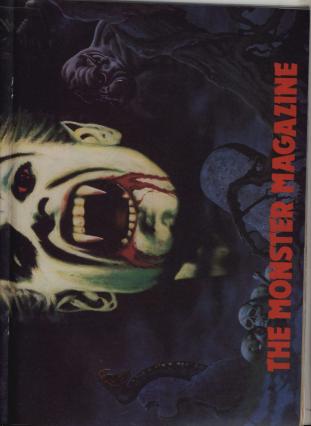
► VALUE 8 8 ▶ PLAYABILITY 8 ► OVERALL

6

The Commodore 64 version should be out by the time you read this.













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ain beckons for those who play the frame game, to computer artists who submit to C+V@'s

his month are Stuart Shackleton, a ed *Karnov* and *Frightmare* on the of Canvey Island, Essex, came ing's #book Jacket and the Ro on the Atari ST. Trooper and Ps













▲ Paul's Vertico.



















Question: what do you call a won't talk to the police? Answer: 'Murderer!' That is (Cher), who believes that a

Suspect(15) is innocent until proven guilty. That doesn't count for in Washington, though. It's and another for the homeless. Luckily, the workaholic

lawyer cares and sets out to that he's a deaf and dumb hence his non-cooperation!

Meanwhile smoothie. self-seeking political lobbvist Eddie Sanger (Dennis Quaid) is summoned for jury service and lumbered with this case. What everyone else has

overlooked - but what has 'Elementary!', just like Sherlock Holmes - suggests aren't supposed to talk to the private detectives and do their jobs for them!

Suspect isn't the most see, but it's directed with Englishmen Peter Yates, who the corridors of power and the holes in the ground that are home to the destitutes. There's more murder in

Throw Momma From The Train (15) but it's not a how-will-they-do-it - the 'it' being the disposal of Momma. who makes her son Owen's Larry also has problems.

His ex-wife walked off with the plot of his latest book and became an overnight success, aggravating it all is Owen, who attends his creative writing evening classes and with only two characters. In desperation, Larry sends

Stranger's on a Train, the tale people they want dead, so decide to swap murders. But Owen takes it personally and



Death by misadventure or murder most foul? Celluloid coroner Ward R Street passes judgement on this month's movies and discovers a few stiffs . . .









suggesting a similar exchange - and before you can say 'assassin' he's killing Larry's

bargain that he never made

While Throw Momma doesn't quite live up to its Hollywood comedies, Danny DeVito (Romancing the Stone) directs and stars as Owen with Billy Crystal (Running Scared) And don't overlook Anne Ramsay as Momma, the best

With all these deaths occurring it's inevitable that eventually a Cop (18) would show up. He's James Woods the craggy actor from last year's Best Seller, where he was on the other side of the law, playing a self-publicising

Not that he's much better with a badge. He throws away leaves the station. His vigilante zeal makes Dirty Harry look like a liberal as he does messy things to call-girls - and in this slice of life from the seedy side, we're not spared a thing.

Inevitably for such an unorthodox law-man, he runs into trouble with his superiors, not to say his wife who reckons that telling True their daughter is taking obsesson a bit too far. But pretty soon he's probing a hooker in a manner he was definitely not taught as part of routine interrogation.

Normally I like James Woods' performances, and there's no denying that this is unrelenting seediness of the film proved a little too much.

There's only one film that can follow it and that's Prison (18). What next, I of this particular institution, the only way out is in a box and that goes for guards as well as their changes This is yet another

roller-coaster ride from continued >

Empire Pictures, the company behind Critters and Re-animator, who can usually exploitation goods. This time they do it in double quantities by combining the tough jailhouse movie with

supernatural nastiness. Years after the state prison was closed, it's due to be re-opened on account of overcrowding elsewhere. The warden is none-other that the guard who ripped a cross from the neck of the last man to be executed there - just before he went to the chair. No prizes for guessing which spirit is responsible when one escapee has a metal pole driven through his head and a guard is trussed up with barbed

wire, then! Prison is yucky enough to satisfy the most rayenous gore-hounds but witty enough to escape the gratuitousness of Cop. Spend a spell in the

penitentiary Having a kid is another kind of life sentence, as the parents A Wings of Desire: Swinging fantasy in Maybe Baby (15) discover

but only hardened Molly Ringwald fans need subject themselves to the traumas of teenage parenthood. This is the best argument I've seen for contraception - is should never have been conceived!

Darcy and Stan are the young lovers whose moment of carelessness leads to a lifetime of misery - at least it seems like a lifetime as the movie wavers between broad comedy and the harsh realities and havig to live in a slummy loft.

I suspect that the idea was to produce a serious, moral movie, enlightened with moments of humour, but director John G Avildsen. better known for the slightly more mature Rocky, is so OTT that the result makes Neighbours look subtle.

It's a Johnson's Baby Soap Opera as Stan gives up his scholarship to college and Darcy gets piles! A movie called Shy

People may not sound gripping entertainment for the average extrovert, but it's really a melodramatic brew set in the Louisiana Bayou. A classy New York Journalist goes to interview a distant strand of her family for an article for a glossy magazine











▲ Maybe Baby: Bundle of

Her kith and kin are every bit as strange as the mutant life, The Hills Have Eyes. Ma is a tough talking, tobacco chewing matriach who rules the roost with a rod of iron. inevitable simpleton, another father, and a third kept locked up in a disused chicken coop.

But it takes the journalist's sassy, cynical, coke-snorting teenage daughter, to set things moving, when she plays the sophisticated temptress. The film has virtues, including some nice performances and some

atmoshpheric camerawork. The film is never dull - but with such a collection of freaks it's never really convincing either.

though with fewer redeeming features, is Man on Fire (18), a bizarre European production, set in Italy and Glenn as an ex-CIA man hired kidnappers. After the criminals finally get to her, decides to wage a private war

photography; long sequences when nobody does more than grunt; a little designer violence . . . and one of the

There's such an excess of silliness that in the end. Man The director should take a lesson from Wim Wender's

low key Wings of Desire black and white fantasy, set in Berlin and won't be for everyone. But if you don't tale of two angels, passing find out what happens when one decides that he'd give up immortality for a few years



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up to 14 and 15 and over.

The entry form will be inserted in copies of Gremiin's *Mickey Mouse* game and must be sent with your entry to Computer + Video Games. The address will be on the form.

The closing date for the competition will be September 15th and will be winners will be picked by a representative of Gremlin Graphics and C+V6'S Art Editor, Craig Kennedy.

And a diary of the winner's line in Disneyland will appear in *C+VG* at a future date.

So don't delay, *Mickey Mouse* should be on sale

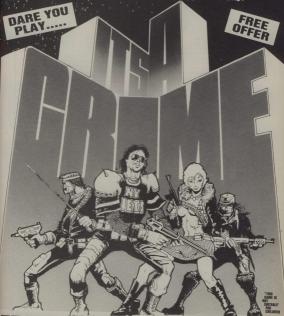
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# ay Dy la

The hottest news on the scene is that "The Great Northern P.B.M. Convention" will take place in Sheffield in early October.

Cheap tickets will be on offer to C + VG readers so keep your eyes glues to the page for the latest news . . Once again I am running

short of play testers and require your assistance. I have too many games to cope with at the monent and not enough

There is still a lot going on out there in the P.B.M. world, with another P.B.M. convention on the

cards, the C+VG game of It's a crime drawing to a close, N.A.B. software giving loads of P.B.M. material away and lots of news and

gossip on the selection grapevine. So get of 40 orders ready. to choose from and you can issue up to thirty per round. The orders

cover every eventuality

and here are some examples

family. The whole game is, in fact easy to

looking for continual violence - look elsewhere. The people who win this game - it can be won by more than one person - will be diplomatic, devious, dodgy

and downright dangerous NAB software has come up with a great offer. Start up and rule book are usually £5.00.

but anyone interested in a rule SSAE to me at C+VG and they will get one free. Furthermore, if you wish to

join straightaway, it will only cost you £2.50 for a rulebook. startup and TWO FREE turns. This also applies to people who just want to receive the

rulebook as well. Further turns vary in price depending on the type of game you play with regard to turn around. If you play a game the price is £1.00 per turn. If you play a game with two or

around in and about the time when Ancient Egypt was in its glory. Start up in the game costs £5.00, which includes rulebook, and three free turns. However further turns now costs anything between £1.00 and £2.00.

C+VG's It's a Crime play, but if you are C+VG's game of It's A Crime is reaching its final stages. The mob bosses have been chosen and the most powerful gangs are still jostling for that prestigious pole position. In case you haven't noticed KJC

has changed to different turn sheets tha are now separated into individual sheets At the moment, the leaders of the game are Riotious

Assembly with notoriety of 1160. They have a small cushion as the second placed Lumps of Green Putty are on Suicidal Tendancies of 1108.

Hammers fifth on 1609, the Chainsaw Gutslashers 19th on 776 and The Hedgehog Hitmen 24th on 752.

Dawn of Ancients

KJC has released a new game called Dawn of the Ancients, a computer moderated strategic



players, so I am looking for readers to help me out by playing the various new P.B.M. games that have arrived on the market. All you have to do to get involved is write in giving your name, address, age, P.B.M. experience, type of preferred think you should be allocated a list and allocate playtest positions on the order of suitability to the game

I have been playing Family Wards for over a year now and am enjoying it immensely. As the name suggests it is a game based on organised crime in America around about 1930. You play one of the 18 kingpins in with a small criminal family and you have to finally gain control of the city's underworld. You do this by paying backhanders to the police and the mayor. controlling a illegal business organisation and increasing your family's area of nfluence.

You create your family by giving it a name and then picking the type of leader your kingpin is going to bed Orders are very easy and simple to perform. You have a Increase Agents The recruitment of new agents into your ranks. This may only be ordered once a turn and the maximum increase is 50 agents

Infiltrate

An attempt to insert your agents into the ranks of another family. You target a rival family and, if they are recruiting agents, you infiltrate agents into their ranks in proportion to the number of effort points expended

Security Check

The process of checking the loyalty and integrity of personnel and discovering if there are any spies. Any agen found will be "disposed of"

Infiltrate City Hall. If you are successful you can use the Probe City Hall order,

which means you can find our what official is being paid off and who is doing the paying. There is a full range of offensive and defensive orders. out I have concentrated on the help" if you are being attacked three week turn arounds, it will game for 12 players, each of cost you £1.50. The latter would be ideal for overseas players and I strongly advise them to write in asking for an

Finally, NAB has slashed prices for its other game

which is the ruler of an ancient empire. The aim is to expand the empire to the mightest

I will be reviewing the game in full soon, but if you want to join now send in a cheque for either £1.00 for the rules and map or £5.00 for the rulebook, a map, the house rules, the first results sheet, the rulebook and



Welcome to another feast of fantasy. Wayne here again, your guide to the magical world of role-playing games. And have I got some goodies for you this month, including the latest offerings from TSB and Standard Games, a look at live role-playing and your letters on page three.

# could happen and how you

### OUTREAMER

► SUPPLIER: STANDARD REVIEWER: WAYNE

I have always loved the era of the crusades and for a long time it has been of great interest to both wargamers and roleplayers alike. The mere mention of the word Crusade

- as if anyone would do the game justice they would. the following; two large, full large transparent counter tray to hold the two sheets of contain over 100 knights,

classes, a well moulded 10

sided die, two play sheets for

Table. The result could be anything from a meeting with a deserters.

advancement table, your regress in strength and status characters bravely and they opponent in combat, you will points, depending on the actual strength and this makes your defence strengths, and if they

status to the next level down. The new rules are also

simple strokes of a pen you can products giving them a new lease of life. I will stress that beginner, and some experience is necessary. A competent gamer would get hours of fun-

especially if they are already Standard-style of game, ► VALUE

► PLAYABILITY ► PRESENTATION 10 ► LASTABILITY ► OVERALL -

brings to mind romantic Lionheart and his knights mysterious desert Although I had gone to great

lengths to obtain a game roleplaying or otherwise, I was existence. You will not be able to appreciate the job I felt

Outremer was in fact the name of the states set up by the Holylands". This game of man you the chance to re-write Christian or Moslem forces. I was very pleased to see that this was a Standard Games product

easy reference and a well this product they also supply another ten sided die plus a six sider, a full colour wall map of rule expansion section that

me. Now, not only can you play the game as a one off, but campaign that will last as long expansion is included in the new 52 page rulebook and covers such topics as scenario charadeter advancement

The scenario generation commanded to take them from

### HEROES FOR IN

► SUPPLIER: GAMES



### DINGEONQUEST

### **CURSE OF THE** MUMMY'S TOMB



Beserker rage, the use of a

- ► VALUE
- ► PLAYABILITY ► PRESENTATION ► LASTABILITY

► OVERALL

### ► VALUE

- ► PLAYABILITY ► PRESENTATION
- ► LASTABILITY ► OVERALL



# LETTERS

Loadsamail!! That's what I've got and that's what I personally or via the letters page. The letter of the month try to dig up a few prizes for the other letters printed as

Bill Burman, from Basildon he said that the best he could

Dear Bill - it is not possible to

· Wayne Yeadon, a previous

# FANtASy ROLe-PLAYINg

### WHERE TO GET LIVE ROLE PLAYING GEAR

They have a wide range of instruction needed to construct £9.00 for 1000 6mm diameter

swords range from £4,00 to between £100 to £350 and take

▲ C+VG's Matt "Muscles" Bielby and Sign

need about 1200 links to make armour available includes

and even monster make up!!

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1st Prize the Golden Dragon

Dark Blades Play by Mail prise for the Champion of Champions. Hacker is 22ct Gold Plated and valued at OVER £1.000! DARK BLADES AY · BY · MAII





Something a little bit different this time 'round as David Bishop acts as our guide through

the mysteries and dangers of ace computerised fantasy role playing game, Dungeon Master. This is the game that Keith Campbell called "a must for all role players" when it first came out, and has won legions of devoted fans since. Forgive David for being a bit cryptic sometimes: after all, learning from your own mistakes is half the fun! Thanks to Dillon Nugent and Stephen Oakman for additional hints.

The release of Dungeon Master has finally bridged the great divide between these gaming mainstream gamers are at last sampling the delights of a well crafted RP game, while an equal have been forced to admit that is characters to the small screen.

Level 5 (1) Before you can even get into

in the appropriate hale

the previous level.

HINT: If you're having trouble deciphering the riddles, here's an extra clue that may help: "It may HINT: Some of the objects may

come in useful again! HINT: You may not even need

any of the dungeons.

When you enter the room, although a trap door prevents you from reaching it. From this alcove and a gem embedded in

In the opposite corner of the room is another small room containing a key which you need retrieving the key.

transporter which, when you step into it, takes you into the alcove. Immediately you get there, you hear the metal door open again, obviously as a result of the pressure pad you're now standing on. The green gem is a

HINT: When you enter the

(3) Another of the iron key's pressing the right switches in the right order will you succeed.

(4) You shouldn't need any help from me to crack this room! link, which takes you to another corner of the dungeon. The door can only be opened by a lever at

so get your skates on once you've pulled it. HINT: Don't let anything slow

you up or down, or you'll never

get through the door.

[6] "Test Your Strength" says the message etched on the wall at the start of a long straight possage. It's impossible to move

The PP is a massive clue. OK, so

you can't go down the 'strength' possage, but now know there's a

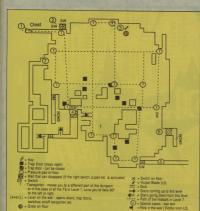
PP at the other end. By now, you stronger characters throw things greater distances - need I say

(7) The cowards choice. Your red-herring. If you're making a map, you'll soon see where the

(8) The problem here is to get and off regularly. It'll take some



Level 5:



geom in a



(9) The other end of the transporter link (5). Remember, the link has to be switched on, which can only be done from an

Level 7 By far the most difficult to map

Level 7:

level 7 is basically one gigantic room, full of ghosts, skeletons, trap doors, switches, transporters, and fireballs.

the start of this level, make sure you're topped up to the brim with 'weaken material beings' spells - you're gonna need'em! The first thing you'll notice

The first thing you'll notice when you step out into the room is a click. Look round and you'll see a trap door has appeared behind you, cutting off any retreat. But don't panic, just wal off the PP you're standing on.

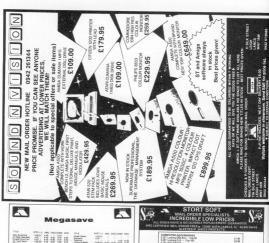
good balance between brown brain, and make sure three of party have at least some mans potential). When first playing

porly have been contributed paragraphy of the provided when first playing the provided paragraphy of t

MONSTERS
Dungeon Master is really jam pack
with monsters, some of which are e
to kill, some hard. A good way to
rid of difficult mossters is to lure th
to the nearest button operated door

them through! Alternatively you can use a fireball spell against them. Toughest are the glant rats and the pink worms, though as with many of the monsters, they can be eaten once dend.

escape route is clear. Get into the habit of doing this whenever you enter level 7, believe me, ghosts won't wait while you tiptoe around the PP's looking for a way





# Day Masters The dotted line on the mop is

(1) Now here's a small corridor with a sting in the tail. It can't have escaped your notice that, every so often, a fireball seems to wiz past your nose, but from where? Well, although this may look like your standard corridor

The doffed inte on the map is the path each fireball takes as it travels back and forth across the map, being deflected by 90 degrees either to the left or right, each time it hits a travels the map to the left or right, each time it hits a travel to the left or right, each mine it hits a travel to the left or right, each mine it hits a travel to the left of the l



▲ The writing on the wall.

Those two tiny holes are the

source of the fireballs which keep zooming all over the dungeon. Now get out of there before one gets you for 100 damage points each!

(2) At the start of the 'fireball' corridor, there's a switch on the wall. This opens up an alcove in the wall adjacent to the switch. On one of the walls of the alcove

is a green gem.
Still wondering about those transporters? Well perhaps they're not there for your benefit at all. Throw an object into one and see what happens. Yep, it gets thrown round a corner, and that's precisely what happens to our friends the fireballs.





▲ "Challenge me if you dare".

set seames seems and has yet might be asset.

The "Daniel Cloud" Onle 1 in American Onle

4. Lightning
4. Lightning
5. Cost a dood of pision
6. Poison Spall
1. Shield Spall
7. A = 880
2. Fire Shield
1. Stroning
2. Health
1. Stroning
2. Health
1. Stroning
3. Stronght
4. FUL = 880 + KL\*

2. Light Spell FUL
3. Longer Light OH+IR+RA
4. Footprints YA+BRO+RC

NOTES: Power runs increase the effect of spells. Footprint spell is useful top you getting lost.

by a water fountain. Food can get pretty scarce later in the game. (g) Don't be stopped by closed doors with no keyholes/buttons, messages that you cannot pass etc. Nearly always you can simply chop it down or use an open door spell.

the next corner.
(c) Don't be in a hurry to use weapons with special powers.
(d) Be patient when in combat. Retreat, qualf some potions and try again.
(f) Don't eat or drink when the relevant scroll bars are close to maximum; unless you're standing

Although staying alive is priority number one, switching off the transporters comes a pretty close second.

(3) There are a number of grates on the Floor of this level. Close to one of the round ones, you'll find a skeleton key. Keep your eyes peeled though, as this is easily overlooked.
(4) It is vital that you find this

switch, because it opens up the top of a long staircase that links level J with all the other levels. Be warned though, each level can only be connected to the stairway from inside that level, although it's a useful place to leave spare food and torches, because you can pick them up later.

(5) You'll need a compass to get very far down this strange corridor, if indeed it goes anywhere at all!

(b) One of a couple of hidden corridors with goodies in them. Some of the goodies are red liquid which explodes on import when the flosk is thrown at a torget. These come in very useful much later on — use sparingly unify our back's really up against the dungeon wall.

(7) The way out to level 8.

(7) The way out to level 8.

GENERAL HINTS
(a) Whenever one of your party has a full supply of Mona,

### SCREEN BY SCREEN

There comes a time when mere tips are not good enough, and you need to see exactly what to do and where. Which is why every month we'll be providing handy visual hints for all those tricky spots in the latest blockbusters — Screen By Screen. So, due to popular demand, we'll kick off with System 3's Last Ninja. . .



the fire button and simply jump across this and the next screen with ease...



fire button and jump across the two screens . . .



The Stream: Stand here, press the fire button and jump across . . .



The Dragon: Stand here and throw a smoke bomb to put the beast to sleep . . . .



SCORE CARD

Cousins and Zenna Gran

The second second	Mirelan	- Sept	Artematic Services of	Therpoi Sumpain	Total
BEN PAGE, 17 year old Sega owner from Bedfordshire.	5	8	6	6	22
JOHNATHAN WOOD, 17 year old ST owner from Edgware, Middlesex.	10		10	7	28
RALPH MANSSON, 13 year old Spectrum owner from Rudgwick, Middlesex.	7	4	4	9	24
ASHLEY COUSINS, 13 year old ST owner from Peterborough	2	6	8	4	20
ALEX GARROD, 11 year old Spectrum owner from Bournemouth	9	8	1	2	20
STEVE LEE, 17 year old C64 owner from Guildford, Surrey	3	7	2	5	17
JUSTIN SWORDS, 16 year old ST owner from Coventry	8	3	9	8	28
NEIL WHITE, 16 year old C64 owner from Edinburgh	1	10	5	1	17
FONY BROOKS, 15 year old C64 owner from Bucks.	4	3	2	10	19

ossible they all had to have
the same time to practice.

11.00am: It becomes
joint year that all is not well
with our two Atari STs, on
thich we had been honing to

pretty clear that all is not well with our two Auri STs, on which we had been hoping to play one of our favourite racing games, Ruggy Boy. Reducatiny we scrap it leaving only the 64. Amiga, Nintendo and Spectrum in the contest, We had already decided the prosecution of the contest. We had already decided the prosecution of the contest with the contest. We had already decided the prosecution of the contest with the contest when the contest we had already decided the prosecution of the contest when the contest we had a leaven the contest when the contest wh

11.30am: The challengers begin to arrive. Surprisingly, only one (Hř. Ben-ygets hoplessly lost on the way to the notoriously hard to find nim on Sidewinder

their own joysticks!

1.30 pm: We break for lunch if he break for lunch if will be set door. Johnathan Wood from Edgware, just oorth of London, and Coyentry's Justin Swide sit on opposits sides of the part of the set of the set work. The clever money is beginning to settle on these two. John if it is anybody's ones. Sur it's anybody's ones.

ones that really fancy

2.45 pm: The challenge proper begins more or less on schedule, with various friends and dads roped in to take down scores and keep things moving. Immediately Justin racks up 126,400 mistakingly being stuck on a higher settling than was intended, but he is soon intended, but he is soon

eclipsed first by 11 year old Alex Garrod, and then Johnathan Wood with a storming 145,000. For a strict five minutes blasting, that's something clse!

romps home to a high score. With Arkanoid/Johnarhan makes up for a lot of lost ground, beating Justin into second place by a fair margin, with Ashley Cossins from Peterborough coming third. With such wide ranges in performance amongst the front runners (Justin also did badly on Mario) It begins to look as if the good all rounders like Zenna, Ben Page or Ralph Mansson might reason that the property of the proper

be in with a good chance. It all rests on the Targer Renegade performance then, and with our 48K Speccy joining the 3Ts on the computer scrap heap, it looks like this could take some time. Slowly we wood time through, giving everyone a go on the one remaining machine. Tony Brooks making a last minute bild to get placted with a brilliant

and Justin emerged neck and neck on 28 each! What to do? The judges conferred again.

Since we were now getting towards the end of the afternoon, those who had to go went, while the rest of us gathered 'round the Amiga for the playoffs. The game was to be Barbarian, the ace hack 'em up, and the winner was to be whoever got best othree. Ten minutes later we decided to make it best of

one, since they'd been hacking away at each other without either losing a single life. Over in the corner, you could see the Ed beginning to sweat at the thought of the Editor's

The minutes ticked away. Tension mounted. Both Justin and Johanthan were rolling their Barbarians like crazy, neither sustaining any serious damage. Whover won it would only take a second of lapsed concentration, a moment's distraction... Hardly fair, after a whole afternoon's hard gaming, but that's life in the wild and wacky world of

it seemed to be of energy each had bout. Justin stormed ahead on the first, Johnathan equalled the next time around, and it all rested on the final bout, which Justin took convincingly. We had our first champion, though very well done to Johnathan especially, and all the others

Editor's challenge, when a

reluctant Eugene sat down

of defeat in his eyes, and went on to get roundly thrashed. Roll on next time, when Justin gets to defend his position as champ, and a couple of eager challengers get the chance to knock him off, and so take a step nearer winning their own Atari ST.

THE CHAMP

Date of birth: 24771

Section of the sectio

### ENTRY FORM

second, Justin third, Johnathan fourth . . . The scores are added. Just what we'd dreaded and made no

Ralph comes

we'd dreaded and made no preparations for: a tiebreak! The judges quickly conferred. Yes, adding together all the points (we were giving 10 for the best This is your chance to challenge the champ! List your high scores here (you can send us a letter if you've got loadsathem) and post it off TODAY marked Winner Stays On. You could be in with a chance!

On. You could be in with a chance!
Name\_\_\_\_\_

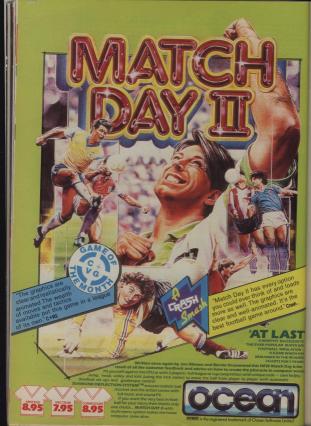
Name \_\_\_\_\_

Game Machine Scot

Same Machine Score

Challenge me if
Challenge me if
Challenge me if
and dare! (Is that all

today?: No. I thought



### ROLLING THUNDER:

Time: 38637.0

38639,0 Machine Gun: 38633 57 38634.57

38635,57 **Bullets:** 38629.57 38630.57

Lives: 38641 0 Lives: 24941,0 Thanks to K. Wenn, North

### RASTAN

Here are a couple of cheats for Rastan, which we mapped in detail a couple of issues

1) On level one, pressing the keys Graph. Delete and Extend Mode makes your warrior immune to attack other than from fireballs, lava and falling into lakes. The only problem is that you cannot collect any other

items 2) Wait until after the title screen when it says searching for round A". You can then load up any level you want to. You can also do this when you have completed a level and are waiting for "load round B". You get infinite energy also in both cases

These cheats are from Paul Ryan and Martin Drummy, but it seems they aren't the only Rastan:

This poke for infinite lives and energy sent in by K. Brady from Dublin, though he warns that you still have to keep away from the lava and the

0 REM\*\*BY K BRADY\*\* 1 FOR X + 400 TO 457 2 READ B:POKEX. B:C = C + B:NEXT 3 IF C = 6543 THEN SYS400 4 PRINT "DATA ERROR":END

5 DATA 32,44,247,32,108, 245,169,163

# POKING

Hi, Matt Bielby here again, C+VG's top tipster, with a mission to bring you the best gaming help. With Playmasters there's no more POKE and hope. We deliver.

141,196,2,169,1,141,201,2 7 DATA

76,167,2169,189,141, 116.1 8 DATA 169,1,141,117,1,169, 88,141 211,2,169,96,141,244,

10 DATA 125,10,76,81,3,169, 96 141 11 DATA 165,160,169,173,141,7,201,

12 DATA 26,129 NB: When the game loads there will be no music.

### OUTRUN

Lots of people seem to have discovered this handy cheat on the ST version of Outrun, the biggest selling game in the country at the moment of

Once the game has loaded and you are playing, type in Now you can select any of the following codes: T - this gives you ten extra

seconds S - Sends you on to the next

B - Very handy when you are running out of time, this panic button gives you extended play with extra time without leaving the stage you are currently racing D - Allows you to save frames

of the game to disk as a picture file. X - Not to be pressed in the normal run of things as it excapes the game.

### TARGET RENEGADE

To get infinite lives: 1) Play the game well enough to get third place on

the high score table 2) Type "E" and "R" very quickly for two lines (you will

notice you are writing over the 3) Press enter and you will find you are back in the game but playing in black and white, not colour

4) Press pause three times. 5) You continue the game

with infinite lives. Apparently there are a number of ways of getting the same effect, including getting the score table, pressing cut shift and symbol shift together 6 times, and then getting it to go to black and white etc. Ta to the Kenilworth Kool Kids and others.

### 720°

720° may have lost out to Skate or Die in the head to head we ran in January, but it's still a pretty good game, and anything about boards. just has to be rad, doesn't it? Here're some hints and tips courtesy of Gavin Ewing. Worked out on the Speccy, but likely to apply for all

versions . If you can stand the culture shock, use the keyboard rather than joystick, as points

for jumps will be higher from the beginning (250 per jump). · Make sure you chose a sequence of going to skate parks around the city and stick with it (and buying from every shop you pass, funds permitting). This saves the

wasted time of going to a closed park. Buy a board as soon as possible. This will increase

jump points from 250 to 400. or 700 if you get a second board. Next buy shoes or pads, and helmet last (oh. VERY safe, I don't think). · Despite these

recommendations to spend, spend, spend, don't waste dosh by buying more than three of each item, unless you are of need of points for a ticket (buying gives you points).

· If you are being chased by bees, don't panic, but keep moving. If you change direction or jump

occasionally, chances are you will reach a park

. Don't keep hitting the kick key, but simply keep it helddown all the time for speed and kindness to the hand!

. In the parks, don't worry about time on the slalom, but make sure you go through all the gates, going back for one if need be. You still get a medal if you miss ALL the gates though! On the other hand take as many risks and cut as many corners as you dare on the downhill park, where speed is of the essence. Getting a gold on the ramp park only takes a finger on the kick button, and taking a straight path as near to being between the central lines as possible. When tickets are running low. proceed to the gates of the next park, and keep on doing 700 point jumps outside the gates until you have enough.

### **ECO** (Atari ST)

If you press Control-S while playing the game you will enter the gene design screen with another gene unlocked.

making evolution slightly easier **ARKANOID 1** 

### (Imagine)

While the game is booting press Capslock and type in DEATHSTAR. Then, when the game is running you can use the S key to flip through the screens and chose where you wish to start.

### PREDATOR

(Activision) Here's a poke for infinite lives

(quite useful if you've ever played Predaton from the wonderfully named Mr Mould. 10 rem poke by Mr. Mould 20 rem infinite lives for Predator

Type in program and save to disk. 30 rem Insert Predator disk 1

and run this program 40 bload "a:heli1.data", 50 poke &h6904e

&h4a79:poke &h698ce. &h4a79:poke &h6ba76. 60 poke &hbe094, &h4a79:

cheat = &h64a00:call cheat

Matt

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PIRATES, C64/128 CASSETTE £14.95, DISK £19.95, IBM PC £24.95

SILENT SERVICE, C64/128, ATARI, AMSTRAD CASSETTE £9.95, DISK £14.95, SPECTRUM CASSETTE £9.95, ATARI ST. IBM PC, APPLE APPLE 2 GS, COMMODORE AMIGA DISK £24.95. Magnetic Scrolls has gone up in the world, as I discovered after plodding all the way to the top of the building. With more staff, and more computers, their previous

computers, their previous offices became too small for comfort and efficiency, so they hired bigger premises upstairs.

Equipped with running water ("The bloody landlord went on holiday for a month the day it started raining!" fumed Ania Sinclair as we carefully skirted round the bowl on the floor cathching the drips), the new offices are extremely spacious, and people no longer have to

work in cramped conditions. One thing that hasn't changed is the coffee. It's obligatory - the visitor, as well as the staff, is never without one. I'll swear that it is the stuff that all Magnetic Scrolls games are made of - perhaps one day they will get around to administering it

Anita plonked two

with Rob Steggles to have a first look at his new game. Rob, you may remember, was the author of *The Paum* 

Kob, you may remember, was the author of The Paum but a story further removed from the land of Kerovnia difficult to imagine. This time, Rob has spun a tale of deceit and intrigue, in the more mundane setting of a

broker's office in the City.

But what goes on there is not so mundane. "There's no way anyone will be able to play through this and complete it on the first time round." oxyloized Pak.

round," explained Rob.
This is because you
discover different
information according to

information according to which way you play things. The more you learn, the better idea you get of how to play it the next time around.

Rob is very pleased with his creation, which posed more problems than usual for Hugh the parser. But he agrees that it may not be everybody's cup of tea. Time will tell. Meanwhile, let's have a look at the game itself Corre

## ► SUPPLIER: RAINBIRD/MAGNETIC SCROLLS. ► MACHINES: ATARI ST; AMIGA; IBM PC. OTHER VERSIONS TO FOLLOW.

AMIGA; IBM PC. OTHER
VERSIONS TO FOLLOW.

PRICE: \$24.95.

REVIEWER: KEITH.

There is something quite different about Corruption from all previous Magnetic Scrolis' adventures. It is not without humorous (although it is not without humour) and it is set in the real world of high finance. But its main difference stems from the fact that it is a mystery story, and to complete it you

object-manipulation
puzzles.
Newly promoted to the
management of Rogers and
Rogers, you arrive at your
office prompt at nine o'clock
on a Monday morning, to be
greeted by your senior
partner, David Rogers.

the place.

Margaret, your secretary, at her typewriter.

Along the corridor is the office of William Hughes, the firm's lawyer, whilst your partner's office is downstairs, directly below your own.

The toilets in the place



▲ You need somewhere to spend all that hardly comply with the

fittings might well pay for a complete refurbishment. With your promotion came a BMW. It's a fine sight, down there in the basement car park – but not as fine as the Porsche parked next to it. Still after a few years in it.

below it your desk, with little to do no your first day you are sldy thinking of the celebratory lunch you have booked with your wife at the nearby Le Monaco, when our of the blue, a hand is clappee on your shoulder and you re nicked! Before you've had time to think, you're up on a wide had not with an incredible amount of evidence against you, and you're set for a longish stretch.

you didn't do it, you restart



▲ Corruption proves how cut-throat the world of high finance isl

nine her



the game, and set about discovering how you are being framed, in order to prevent it. The best way to do this is to play through a number of times, observing the movements of the characters. There are about thirty characters in all, and you can interact with about fifteen of them.

Where does David go
Where does David go

9:14AM

many times I wanted to ask WHY, and couldn't, that I felt like screaming! Like ASK MARGARET WHY SHE WENT FOR A MEAL AT 11.00. Overall, the game has

mystery game, is what I can tell you about it! I could mention that I got up to in the Police Station – but I won't! I'd like to tell you what I did after I came out of hospital, but I can't, for I haven't – yet! Corruption, thankfully, isn't nlawed in real time, but

Corruption, thankfully, isn't played in real time, but each move takes one minute, and certain things minute, and certain things time you pay. It's quite you pay. It's quite you pay. It's quite proposed in the right place when something important is happening, so that it doesn't go on behind you back. And when you have it sussed out, you are

going to have to be really mean and unscrupulous to clear your name – so I'm told!

An adventure set in offices in the city, doesn't sound particularly exciting graphically, yet Magnetic Scrolls has made it so. Sinc the game revolves around people, it is people who feature heavily in the pictures, and the artists have done a terrific job, producing pictures every b as good as those in Jinxter, but ouite different

With the package you will get a may to help you find your way around. Don't be deceived by it. — there's more places you can go than you are led to believe! You will also get a cassette. Don't try to insert it into your disk drive, nor load it into your computer with a cassette player! It is an audio tape, containing a conversation relating to the frame up. If you haven't got a

exchange it for a typed transcript. Here is a game that

Here is a game that Magnetic Scrolls is not urging people to rush out urging the ur

end up disappointed, which is the last thing they want. So there you have it. If you like the sound of Corruption it should give you hours of enjoyable frustration. On the other hand, if you prefer more jokey and cryptic t puzzles, you'll have to wait for their next title. Fish.

► VOCABULARY
► ATMOSPHERE
► PERSONAL

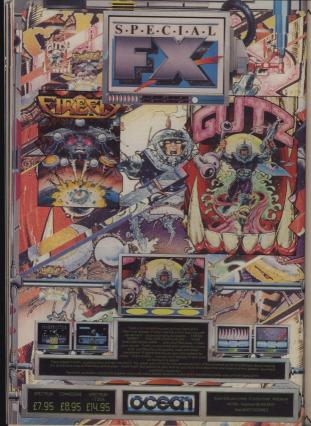
when he dashes off in his car? What goes on at the meeting behind locked doors in the lawyer's office? Is the tramp in the park up to no good? And that cleaning lady – funny, she goes in and out of offices, and up and down corridors, but never seems to actually

clean anything. She couldn't be apying on you, could she's be spring on you, could she's life is a mystery that is exciting to solve, but not with the characters in it is implemented, the limitations of such a format show. It would, for course, be quite impossible to expect a quite impossible to expect a work of the conversations to be held with characters in any adventures, and in this one, the usual Magnetic Scrolls of the conversations to be held with characters in any adventure, and in this one, the usual Magnetic Scrolls of the control of the conversations of the held with characters in any control of the conversations of the held with characters in any control of the conversations of the held with characters and the control of the conversations of the character and provides the control of the conversations of the held with characters and provides and the character and the character and provides and the character and the char



building can be reached by using the lift or going up a flight of stairs. There is a BMW, a Volvo and a Porsche here.

Well . . . it was only a company car, after all.



# adonaa

- ► SUPPLIER: MIRROROSFT/ICOM SIMULATIONS.
- ► MACHINES: ATARI ST. ► PRICE: 24, 99. ► REVIEWER: KEITH

CAMPRELL. Ever been for a ride on a ghost train? Of course you have! Well Shadowgate in some ways reminded me of when I was a kid, and used to be scared silly by all the monsters that suddenly appeared screaching in front of me as my truck rattled around in the darkness! Mind you, I never got killed

riding a ghost train! The game is played almost entirely by mouse, in the same way as Deia Vu - in fact it is from the same people. But I played Deia Vu on a 64, and the format is infinitely more playable on an ST, making full use of the window facilities built into

the GEM operating system. Centre screen is a square picture window, displaying the current location. Below is a text window, in which a commentary of the action is displayed. Above is a command verb window. displaying a relatively small number of verbs. To each side is an area of background, upon which are placed a number of smaller windows for Inventory, Self. and Exits. The inventory window can be dragged around and plonked wherever you like; it can be resized, and scrolled when it contains more than is displayed. If you open a container, another window opens, to display its

contents. To GET an object, you simply place the cursor arrow over the object in question, and drag it into the inventory window. Dropping something is the reverse. A command is entered by selecting one of the verb icons above the picture, although for the most common of these, there are short cuts. Double clicking on something will usually EXAMINE it. double clicking on an exit will first open it, and then take you

through. The only time you need to touch the keyboard is when you select the SPEAK icon. At this point, a large window opens up with a line in which you can type what you wish to say, and then you can

use made of animation

click on the OK box. That then is the method of operating the game, and very slick it is too. But what makes the game so highly entertaining is the superb

precaution of lighting another. This is done by

taking one off the wall in the hallway, and selecting the OPERATE icon, then clicking on the lit torch followed by the unlit torch. Hey presto - another lit torch! Not much of a problem, but it forces you to become used to operating the icon system at the

outset There are two doors in the hall that look inviting - but finding the key to unlock them I will leave for you to

into - and it is essential to check every exit out. Some lead to ordinary pits, which. believe me, are far more painful than the bottomless

variety! As you move around and poke your nose into things, be sure to have the sound turned well up, and be ready for shocks! Try opening the first sarcophogus on the left, in the pillared hall, for example! And stand well back as you try to smashing things in the hall of mirrors!

Shadowgate comes on two

disks. It will, of course, run

on one drive systems, but if

you have two, put one disk



▲ Shadowgate - great entertainment if you like graphic adventure. within the picture area, and figure out. Onward, then, the sound effects that go

You start off outside the door of a dungeon, which creaks as you open it. You soon find yourself in an arched hall. A pair of eyes look down on you, and a mocking laugh greets you. The torch you are carrying soon dies - and you with it. unless you have taken the

through a passage until you reach a stone corridor with three doors. Where to go

next? An adventure of exploration of the unknown, full of danger and excitement, follows.

carefully, and to save the game at frequent intervals, for there are plenty of sudden-death traps to fall .. in each and it will save swapping, Great entertainment, with surprises and puzzles all along the way!

▶ VOCABULARY N/A

It pays to look around very ATMOSPHERE 9 ► PERSONAL 10

► VALUE ► OVERALL

► SUPPLIER: MANDARIN/LEVEL 9. MACHINES: DISK: AMIGA; ATAR, ST, IBM PC, AMSTRAD CPC 6128, AMSTRAD PCW, APPLE II. ATARI XE OR 800XL, BBC MASTER OR 128K, COMMODORE 64, MAC. CASS: SPECTRUM 48K AND 128K, COMMODORE 64, AMSTRAD CPC, MSX, ATARI

XE OR 800XL.

PRICES: \$14.95 ► REVIEWER: KEITH CAMPBELL.

Time and Magik, at one time under contract to be published by Rainbird, has now been released by the new Mandarin Software. following a reportedly acrimonious parting of the

ways between Level 9 and The package is a revamped version of three of Level 9's earlier games, Lords of

Time, Red Moon, and Price of Magik. Of these, Lords of Time is something of a classic, dating back to the days when Level 9 produced text only adventures. Red Moon won the C+VG Golden Joystick for best adventure of 1985

Now, all of three games have been given a facelift with enhanced text and game features. The ST version, for example, has a facility for changing text size, for added legibility when using a TV (a feature I found almost essential) a nicture cache, (to avoid unnecessary disk loads), and last command edit.

Unfortunately, with no mention in the manual of how to bring back the previous command into the input field, I was unable to use this feature, despite experimenting with many combinations of keystroke. features such as text sizing

urge to remove and polish my specs - they still give the impression they are being viewed through an obscure-glass window. On a hi-res mono monitor.



A Price of Mag



A Lords of Time.



A Price of Maaik can be used with existing copies of Knights Orc. by copying bits of both onto one

All three games now have graphics on disk versions. and the old graphics of Red Moon and Price of Magik have been replaced with 'real' pictures. However, on the ST, I could not help comparing a thatched cottage in Lords of Time, with a similar thatched cottage in Jinxter - and Jinxter won hands down.

The Level 9 graphics are far better than they used to be, but I had the constant though, they are much crisper. I dug out my original BBC copy of Lords of Time, and

versions of the game side by side for a while, and came to the conclusion that since the basic adventure had not been altered, the additional text was irrelevant, and time-wasting, and the multi-word parser redundant. After all, if the puzzles are two-word puzzles, why mess around typing whole sentences? Time And Magik comes in

during the six or seven

Beeb's speaker, once a

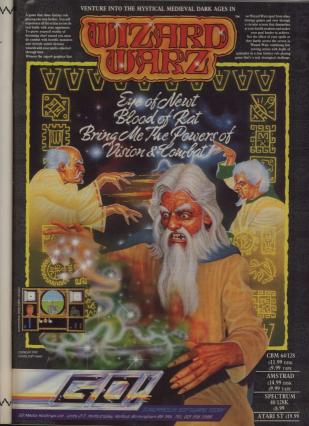
feature of Level 9's BBC

cassettes. I played both

minutes it took to load, I

nostalgically listened to the music coming from the

a slide-out box, complete with 23 page manual which includes three short stories.



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W Get that axe ready.





### STAGE ONE

### STAGE TWO







### THE POSTER

### STAGE THREE

### STAGE FOUR

### STAGE FIVE

The three photographs -

### STAGE SIX

### STAGE SEVEN

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25,000 tons of awesome power knifes its way through an ink black sea!





Arcade Action takes to the skies this month with Chopper 1 – the game we think will make the best conversion to home computer since Out

Clare Edgeley also reports on Data East's new Dragon Ninja and Capcom's driving game F1 Dream — or is it a nightmare?

### CHOPPER 1

Sulprises and a substance of the blasting action, too.

The game begins with a displate of your airforce base when you are informed that you must take not explained in any detail) and then the action begins with several helicopters lifting off from

problem unless of course they discipped of the bottom of the first point of the problem to knock-out. They are problem to knock-out. They are problem to knock-out. They are considered to the first point of the first point



game very large helicopters appears from the bottom of the but once you managed to bring it down you can pick up some power-up symbols which improve your firepower and add heat

Even the heat seeking missiles are little defence against the catapults which fling nets at you chopper's rotating blades. The only option here is to adapt the



you trom air carectoris.
Once this section is complete you come to a large machine at the end of the first level. The only way to describe the machine is that it's like a buge rocket that runs on tracking and first huge blasts of flame at you.

This is easier said than done as the machine moves so fast that it's adminst impossible to keep out of the way of the flame.

Unfortunately that was as far as this particular reviewer could get. Although I did spot not one regulars in the arcade get onto

interesting shoot 'em ups I've seen in the arcades for some tim



direction . You can't relax a minute as







current joystickfire button positions. In a way though, this is just as fun as the moves come scene day a punch connect is highly satisfying. Throughout this horizontally scrolling hear 'em up, you'll scrolling hear 'em up, you'll sind horizontally scrolling hear 'em up, you'll sind horizontally scrolling hear 'em up, you'll sind horizontally hear 'em up, you'll sind horizontally hear 'em up, you'll sind horizontally hear 'em up, you'll so who levels A filed at the joystick, and you can calleap onto a wall to take a marce ninjes. With two players you can have hear heart of heart heart heart heart of heart heart



enamy.

Strings of mines planted underfoot are agony when they start to glow red and quickly put you off your fighting. A well aimed ground kick discrams them, though this is not as simple as it sounds. When you're trapped in a mined area and fighting off hordes of evil minded ning, the last thing you have time for its to deal with the work time for its to to deal with the

In a gropme moving sprites of astonishing clarity and realistic detail has been incorporated into the colourful background scenery. Sqwarks of pain, the satisfying thunk as bone meets flesh and the howls of killer dags all set tempedously.

No game like this is complete without the big, bad manster/alien/thug at the end of each level, and Dragan Ninja'is not exception. Hanestly, it no exception, Honessity, it takes two players and a hell of a lot of 10 pences to defeat each deadly foe, and at the end when arms are lifted high in the universal sign of victory, you really feel as it you've won a major battle.

grid and set off up the track in the vain hope of cotching them. In fact, by the second or third turning I did menage to 'whiz' post a couple of cars with a huge sigh of relief. It didn't last long though. They fight dirtum the circuit and will bumb you off onto the wereye or into a spin without a second thought so that they can regain their





dead easy to dead convoluted And then there's a choice of ca — with or without turbo charger. Whether it was a faulty machine or not, I for that the car minus turbo hobbled round the track marginally faster than the

Now that you've made these upendous choices, the race egins . . . or does it? Nope. rasp, your joystick in one and and push down on the urbo button with the other.

Now for the race and this



the chequered flag — a little man leaps onto the track in front of your car. Each time, by sheet luck, I missed him. Hit him and, I

ore awarded.
One thing I found highly amusing is the list of drivers But AS a racing simulation FI Dream leaves me totally cold. If you want a racing game with an aerial viewpoint, play







• This is not really my area but a little bird has whispered in my ear that a follow up to Afterburner is due for release soon (titled Afterburner 2.

· For those of you who love to do jigsaws then there is a

Sega is releasing a series of jigsaws in Japan. The games Outrun and Super Hang On. video style boxes and have 252 pieces.

 Sega owners can look support for their machine. A Japanese company called game to the Sega. It also utilises the FM sound unit.

Those Shenobi fans among you will be pleased to hear that it has been converted to the Sega and looks very good.

• R-Type 2 is due for release



for the PC Engine. I will keep

mindblowing machine You should soon see the new range of Nintendo games to hit the UK. The new titles are Punchout, Legend of Pro-Wrestling, Prices are around thirty pounds.

Other Nintendo goodies released in Japan include Terra Cresta, Vigilante and Black Tiges



### Buy all the engine parts (big

have will not run out QUARTET

There are secret bonus screens on levels 2, 3 and 4. On level 2 kill the monster, get the key and the star. Go through the warp door and through it again. Level 3: kill the monster get the key. Go through the warp door and through the warp door.

Level 4: kill the monster, get the key, then move to the middle of the level and shoot the snail and get the point-ball. Go back throug the warp door at the left side

### MY HERO

At the end of Round One. move slowly until bulldogs appear, the back, tripping the first three dogs and jumping the last. Turn ground in mid You get an extra life and can keep doing it (also if you only use high kicks on the boss you get two extra lives instead of

wave beam. high jumping shielding properties so you are less vulnerable to

You can also roll up into a little ball to get through tight gaps in the walls (nice one)

Metroid - This is an absolute blockbuster of a game. You have to destroy in a planet's central have sector. To get there you have to cross three sections. Rocky Zone, Fire Zone and the Central Base itself, Your scrolling terrains (left, right around thirty different aliens,

collecting energy where any is left after shooting an alien. The game ends when your energy hits zero but you can collect special tanks which allow you to store more than is displayed on the ordinary

energy gauge. There are plenty of little touches like hidden weapons:



Metroid - slick platform adventure There is just so much which has been

into this game. You can enter the level you left on

game over by entering a special code at game start and believe me you will need this as you will not be

completing this game in one

Again this game is hugely playable and is very gratifying to play. I really do Sega if it can continue high standards. Watch this space for further Nintendo releases next month.

turbo, bigger tyres, missiles, bombs and a more powerful plentiful: puddles, oil slicks cars. One feature I liked was the zipper patches on the course, these propel your car





There are bonus letters littered around the course (try to collect enough to spell

The game plays very fast

► METROID

► GRAPHICS ► SOUND

► PLAYABILITY

► OVERALL

Rad Racer - This is a urists car racing game, the emphasis is speed, finesse on the brake and gutsy reflex. eight stages to the goal and each terrain offers a different challenge. You can accelerate use the Turbo facility to stand any chance of completing the course. There are three tunes to choose from while driving

and good spot effects. As you progress through the stages different cars en the race and the tracks include San Francisco, Rocky

The hazards to watch out bends and cars that just love 3-D glasses that come with the package and you can flip to the 3-D mode by pressing the select button during play again depends on your perception as to how effective the image is I really do love this game

outside of Victory Run on the PC Engine THIS IS THE is mindbogglingly playable and has many stages to complete, the graphics are a tunes are excellent. There are road dips and very little flicker on the characters, this ack for more, it is very

exhilarating to play . . . ► RAD RACER

► GRAPHICS ► SOUND

► PLAYABILITY

► OVERALL





Pro-Am I am not the eatest fan of Spring-Rally has won me over. It is by the me) team and just shows their quality in game design and You have to battle your

way through 32 tracks, and to of four carsl) at the end of At last the US/Japanese

Nintendo games are startino

8 ▲ Pro Am Race by Rave



to appearl

I have been keeping a keen last nine months and the titles their top ten in that period. The five titles set for release

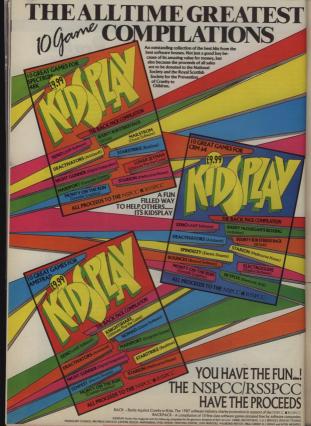
are Pro-Wrestling, Legend of Zelda, Pro-Am, Punchout and Metroid.

I was amazed to find certain games sitting in the US chart for so long, but having reviewed this month I begin to

see why Some of you may remember my interview with Nintendo boss Bruce Lowry a few months ago and he said that one of the major reasons for the success of the Nintendo is the longevity and playability of the games. He

PRO AM ► GRAPHICS

► SOUND ► PLAYABILITY ► OVERALL



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· Surely I am not the only reader of Computer + Video Games to have noticed the total absence of angling on its bright and breezy pages? As a keen and dedicated angler myself, you can imagine my horror when I bought your magazine just last week only to find it completely devoid of articles on what is Britain's number one leisure activity.

Perhaps I'm missing the point but I didn't fight in six world wars and two cup finals for Leeds United to deserve such shabby treatment. So pull yourself together, C+VG, don't sell us anglers short, and give the punters what I want Jackie "Jacky Boy" Charlton, Address Unknown Editor's reply: A-ha! I think I've spotted a spoof letter. Well, JC, if you really were the world famous former England and Leeds hero, famed angler and flat cap exponent, you'd know that in the not too dim and distant past there was a game called, if my memory serves me well. Jack Charlton's Match Fishing. It was truly awful, possibly the most boring game ever devised. Matt sends his regards by the

· Congratulations I think it's time to give the Golden Turkey Award for . . . wait for it . . . the most useless map from here to the plastic nebula. Rastan is so straight-forward and easy

you can only go one way. So what is the use of having a map. Pointless! I love the May pull-out ooster. Wow! I never knew Lesley Walker rode a motorbike.

Martin Robert Smith. Tipton West Midlands

Editor's reply: Thanks for the nice things you say about the Rastan map. Several people have remarked that the girl on the motorbike bears a striking resemblance to Lesley, who you may know has left C+ VG for pastures new. However, just in case she reads this, we officially state it is not Lesley. And in case she doesn't, we also have noticed some resemblance

· I would appreciate it very much if you would use this letter to inform the experienced Amiga games programmers out there of a company I have started. ZDF software are looking for games programmers that think they can program a game from a professionally designed storyboard

The company will basically cover everything in enough be set into two departments: An IDEAS person, which is me, and two experienced machine code programmers.

So if you'd like to join me. hopefully together we can produce some first-class Amiga sofware! Please write to me. enclosing a sample of your

work, at the following address: Richard Cairns 80 Fenham Hall Drive. Fenham.

Newcastle-upon-Type Editor's reply: Okay, Richard, just this once. I hope our Ad manager. Garry Williams doesn't spot it, though. He'll be onto you for full page advert like a flash.

· My mum hated it, my sister laughed at it, my dad begged me for it and I stuck it on my wall! Thanks for a great Barbarian II poster Craig Bainbridge

Stockton-on-Tees. Cleveland

Editor's reply: Yes we liked it as well Our thanks go to Palace Software. Maria Whittaker, Mr Muscles and C+VG's ad manager Garry Williams for posing as the monster. • As one of C + VG's greatest fans I was thrilled to see the

introduction of a regular Fantasy-Role Playing section, to go with the Play-By-Mail. It was great to have a computer mag not dealing totally with computer games like most of the others Every issue I have opened

the pages of C + VG hoping to find my two favourite sections expanded. You can imagine how pleased I was to find the F.R.P. section an extra page in size! But at the expense of one of the P.B.M. pages! How can Wayne hope to

detail if you shorten his P.B.M. section. If you pick up White Dwarf you'll find it crammed full of information on the F.R.P. front, how Wayne crams so much into his few pages is just amazing. When you read his sections I'm sure you'll find that there is a definite 'cramped' feel to

The only cure to this is to expand the sections - I hope VOII agree

I know I'm sounding like more F.R.P. and throw the computer rubbish out but I'm not. I own an Amiga and enjoy reading C+VG for its reviews, I just wish there was L.V.R.P. as Wayne's write ups on Labyrinthe are really fund

Keep up the great work on Shuk and Doode, they're great! Gary Dovle. Thordon,

If you've got something to say about the world of computer games. don't keep it to yourself. Write to Mailbag, Computer + Video Games. Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

· Editor's reply: We've received quite a few letters asking for the FPR and PBM sections to be expanded - just as we've received letters asking for almost every other section of the magazine to be expanded. Unfortunately. we do not have unlimited space, and we are - and will remain - primarily a computer games magazine.

Sorry, but that's the way it goes.

· A face so repulsive, a brain so small, an IO of minus 10. a repulser in his own lunchtime (in fact, any time). Who could it be? ARGHHHH! It's Wayne Wimps And Yobbos National End-Pieces)

What right has this freak got show his (word deleted). His face looks like something out of Lord of the Rings! No offence meant but this (word deleted) has no right to be in a computer magazine. Maybe if you put him in a (word deleted) mag, he would go down better. Is it male or female? Personally I couldn't tell the difference between it and (rest of sentence deleted). Apart from being a pervert, he might be okay. What planet does he come from?

I hate Speccys, Commys, STs, Amigas and all other shoebox efforts. Personally, I own an Archimedes. I am also a complete an utter (word deleted)

PS. I also lie a bit. David McGiffog. Largs Editor's reply: Thanks for your forthright letter. David, and for the charming drawings which accompanied it. Do I sense a slight antipathy towards

Wayne or do I think you secretly like Play-By-Mail? Anyway, Wayne says he hopes to meet you soon. Preferably in a dark alley.

way.



The state of the property of the state of the st

# Ort & Lunch

... And this is the story of how I interviewed Batman.

Interviewed Science.

Interviewed him — but for a moment our knees made contact as a photographer samped us together — Bettman smilling the skeely smile of the same part of the

It was not to be. Like some star-studded Photo-Me booth, I got four flashes from the camera and had to move

off. But let me deplain. I'd first been informed that sixtes IV superhero Malam West was superhero Malam West was worth the winding his way want the winding his way want to be senting Galham City to promote Bartnan — The Movie, which (RS) frow video has just released as a budget 59-91 to cast in on the Batmania that's a weeping Britain. Holy "buildiry" Stratt Now I'm oil enough to remember the butentures of the contraction.

Now I'm old enough to remember the adventures of the Dynamic Due hitting the boob tube for the first time, way back in hrmpbi grummph . Okay, it was 1966 – but I did start watching TV at a very early age – honest!

Unfortunately, wasn't the only one. Video the queue, said the polite young man from the PR Gempany, "and Vill see if I can it you in." And so I waited forthe Battisgnal which would risen that I could quiz Adam about his preparation for the part after all, in a year, a pen after all, in your spent after all, in your spent after all, in your spent at the part and the part of the part and the part of the part and the part of the part and the part

travelled north and south, signing videos. But the red telephone remained silent, leaving me WITH JOHN MINSON & BATMAN

walf, not exactly interviewed him – but for moment our knees made contact as a moment of the self-contact and self-contact an



nostalgia. After all, here was half the country going beserk about the star of a twenty year old TV show which had at best been praised as 'camp' when it first appeared. The erudite New

appeared. The erudite New Yorker magazine had acknowledged, "a couple of lines that could pass for wit or a foggy night." But Russian daily Pravda hadh"t pussyfooted: "Batman brainwashed Americans into

becoming willing murderers in the Vietnam jungle.' Quitel "Why don't you come down to Batnight at the Empire Leicester Square?" asked the increasingly harrassed nice young man.

Now normally big West End discos are anothermot to me. Even from the relative safety of the VIP lounge, where young women who'd apparently come dressed for the beach were waiting on tables, the dry ice, loser show

as either? In the first ever TV
rk episode he'd asked for a side
table of the Whot-A-WayTo-Go-Go Disco – so as to
remain inconspicuous! — and
had only drunk orange juice,
meeded something stronger,
for sure.

"Moisting had its

on compensations though. There were the "foot-cilles", including a partly, bearded Battman, a Pengian with a none which suggested is omenting rather more ellipholic; and a most convincing a loker who seemed to take great joy in Catwomon's see which land what show the gay in the gold-lame suit? Was he some super-villain i'd forgatten – or just a

At last Adam made his entrance — not swinging in a Bat-ropes or sliding down a well greased Bat-pole, but vimpressive all the same. He's instantly recognisable.

slightly older looking, but you'd never believe that he was well into his fifties prised that Batman ero to all these were filling their pappies when he first "Not really made it all And? "Well, it's timeless. As you become more sophisticated, you see a few pin it." Yes, but . . . as it and I was ushered away so that somebody else could move in. When asked if he should be in the new movie, which is being

comebody else could move in When askedy he should be in the new movie, which is bein state this autumn, they went wild. Well despite rumours of Mel Gisson donning the could so of 8 at Dundee — I'd bet the title role goes to a new come. Suit don't be surprised it Adam does make a came appearance. It red trails to him again the day after, his last in the day after, his last in the some object on the last come object and the day after, his last in the day after, his last in

I tried to talk to him again the day after, his last in London, but he was in the Battath and didn't want to be disturbed.

Even though I didn't get to

really talkfurkey with Batman - though I'll never wash my right knee again - the nice young man from the PR company diduget him to sign five copies of the CBS/Fox video of Batman - The Movin, teaturing that fiendish austral, the Joker, The Ridler,

the Penguiy and Catwoman - all out is kill the Caped Crusader. Now I'm very tempted to keep these collectors some for myself but for one thing . . . would you to to chest if superhero? Thought sigh, but you can win one fall and square by anxiety in the following question. The first ever now the collectors of 20 on 12th January 1966. Who was the william who are bat-tered to be the resulting the significant way 1966.

Send your answer on the back of a postcard, envelope or bat, to arrive by July 16th to Holy Batusi Compo, C+VG, Priory Court, 30-32 Farringdon EC1R 3AD.

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·lear Spiders, Infernos burning like raging seas in torment, Caverns of Despair, Demons

# NOW IS THE TIME...YOU ARE THE HERO

